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WHITE DWARF

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WHITE DWARF

ISSUE 85 JANUARY 1987

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One of the many problems in editing *White Dwarf* is deciding what game systems to cover. For everybody who is riotously happy that you printed a single adventure for, say, *Judge Dredd*, somebody else moans that you are turning into a JD magazine. Aargh! And the list of different games that need coverage seems neverending.

Take *RuneQuest*, for example. Now there's a new UK printing and the price is down to something reasonable (think kindly of the RQ pullout in the middle, it gave you a larger *White Dwarf* than normal). RQIII will again become a semi-regular part of WD.

If this issue of *White Dwarf* looks like a *RuneQuest* magazine, rest assured that next month, it'll probably look like a *JD* magazine, or an *AD&D* magazine, or a *Paranoia* magazine, just as it usually does... The intention, though, remains the same: to cover as many games as possible in the best way possible.

All that aside, this is also the last issue of *White Dwarf* to include a film review column. Given the Readers' Poll response, WD and Colin Greenland decided that the time had come to hang up the intermission Maltesers bag and call it a day. Both Colin and Alex Stewart deserve thanks for the work that they put in on 2020 Vision.

Mike Brunton

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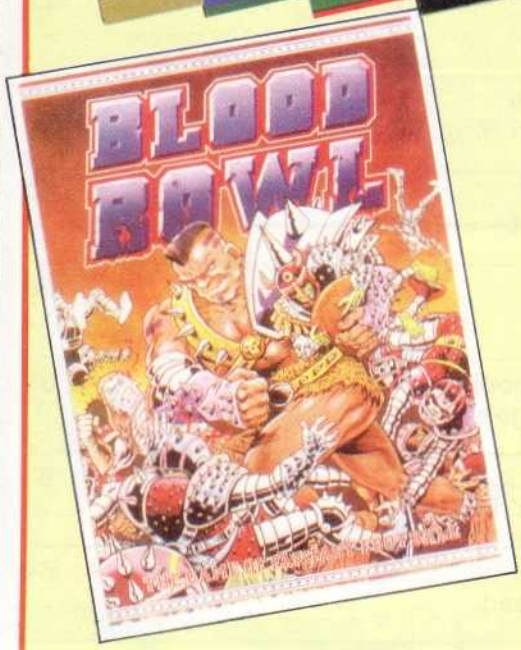
OPEN BOX

BLOOD BOWL



BLOOD BOWL

Boardgame
Games Workshop £12.95

Every so often a game comes along which makes you stop and say 'What a brilliant idea - why has no-one done that before?', and **Blood Bowl** is one of those games. The idea of a fantasy American football game isn't new; *The Dragon* magazine published a simple version called 'Monsters of the Midway' using D&D creatures quite a few years ago. But no-one got their act together to produce a full-sized game until now. So, the idea's obviously great, but what's the game like?

Those who were hoping for a realistic simulation of gridiron football are going to be a little disappointed, as *Blood Bowl* has simplified rules which leave out many of the complexities of the sport. On the other hand, as anyone who has tried playing an Avalon Hill football game knows, a true simulation of a game usually takes about four weeks to play! What BB does is take the flavour and basic concepts of the sport, and build around them a simpler, sleeker and definitely very exciting game.

Play starts with each of the two players (or coaches, as the rules call them to avoid confusion with team members) creating a squad of 15 from whom a team of eleven are on the field at any one time. Various races can be chosen, including orcs, dark elves, dwarves and halflings as well as the traditional humans. Needless to say, all players are beefy, brutish and covered in spikes and studs! There are also some more advanced teams, such as the Chaos All-Stars and the Champions of Death, featuring undead creatures and other nasties, but these are not for beginners.

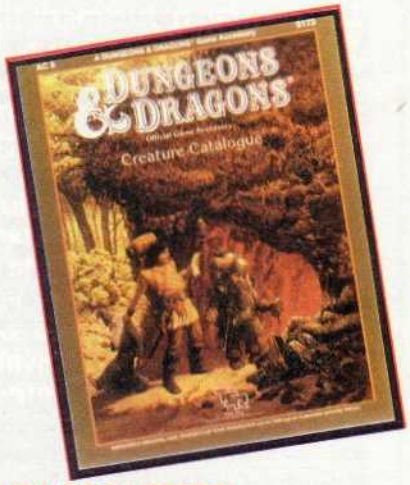
The game commences with the ball on the centre spot, and the teams lined up in the End Zones. The referee counter is tossed to see who goes first (he has a 'live' and a 'dead' side!), and the teams race to the middle to grab the ball. Play uses alternate turns, with one side moving, passing or kicking before the others can do the same. There are two types of physical response - tackles and attacks. Attacks are quite difficult to do, but success usually means a substitute is needed! Tackles are easier to get right, but merely knock a player over. Most of the basic moves of the original game are simulated; those that aren't have been sacrificed to make the game very fast and exciting - and you don't need to know every rule of American football to play!

The physical components (large jigsaw board, lots of players, score pads, etc) are what you'd expect from GW - high quality, well-designed and functional - but special mention must be made of the rulebook. The rules are clear and fairly unambiguous, but more noteworthy is that they are dotted with trivia about the game - 'Did you know' facts on famous teams, star player portraits, silly referee symbols and some great cartoons. Everything is presented just like in the real game - even the examples of play are spoken by two commentators! The combination of this presentation, and the chaos death mayhem that occurs on the pitch, makes this game very, very entertaining, and a must for all fans of American football, good old fashioned death and violence, or just having a good time.

Richard Meadows

WILDERNESS SURVIVAL GUIDE

AD&D Supplementary Rule Book
TSR £11.95



AC9 CREATURE CATALOGUE

D&D Supplement
TSR £6.95

GDQ1-7 QUEEN OF THE SPIDERS

AD&D Adventure
TSR - £9.95

Early in the **Wilderness Survival Guide**, author Kim Mohan makes a key point: while dungeons are black-and-white affairs (a wall is a wall, a corridor is just that, and either you're inside a room or you're outside it) the wilderness is fundamentally different. Terrains and climates shade gradually into different forms without sharp discontinuities. That's why wilderness adventures are so hard to write well; there are rarely natural borders and limits. So a good wilderness adventure rulebook is likewise hard to write. Mohan has pulled it off brilliantly.

Much WSG material details the environment - terrains, major wilderness hazards, and a splendid weather system with fine attention to detail (wind chill and effective temperatures, hours of daylight as a function of season and latitude, and everything else a DM could want). The second major batch of text covers PC resources - more proficiencies, adding to the skill system the *Dungeoneer's Survival Guide* introduced, what to wear in different climates, the uses (and limits) of normal and infra/ultravision, and valuable details on mounts (one thing picked up very quickly from the WSG is that some kind of mount is essential for any serious wilderness travel). And, at last, rules on encumberance and movement rates which make sense and work easily.

Most of the rest of the WSG details PC activities and the effects of the environment on them; survival techniques (hunting and fishing, foraging, emergency first aid, camp-building), air and waterborne travel and the like, with major sections on combat and magic. The combat material covers fighting on slopes, on mounts (including flying ones), combat in poor visibility and so on, but don't get the idea that the *Wilderness Survival Guide* is a hack-and-slay aid; far from it. The magic section (covering further effects of spells and with some fine tips on how to use them best) is far longer than the combat material. And there's sleep loss, starvation, fatigue...

Of course, one can quibble with the odd detail. I don't believe that a draft horse can carry 80% of the load of an elephant, as the book claims, and a major oversight in the proficiency system is that druids gain wilderness proficiencies slower than any other class. But for every error there are a dozen good points of detail; the WSG gets proficiency checks *right*, correcting a major DSG error, and many rules applications are illustrated with informative examples.

Two major points for potential buyers. First, there are rules and tables - but even more guidelines and common sense. The WSG isn't tied down to AD&D - any D&D, RQ or MERP GM will find plenty of valuable material here. Second, Mohan's writing style is effortless and fluent. This has to be the best written rulebook I've ever read; indeed, for style and content the WSG is the best AD&D book to date.

This book will revolutionize wilderness adventuring. It makes the wilderness more challenging, dangerous and exciting than almost any dungeon. 'OK, after five day your characters arrive in Slobberidge' - never again. A major vacuum is filled, Simply, the *Wilderness Survival Guide* is absolutely *terrific*.

Carl Sargent

In spite of the fact that the little Union Jack is missing from the top left-hand corner of the cover, there's no mistaking the fact that this latest supplement to the D&D line was produced in the UK. The format (a 96-page soft-bound book) is one that TSR seem to be adopting more and more, but whether it's durable enough for a product that will take as much hard use as this remains to be seen.

The **Creature Catalogue** is basically a *Monster Manual* for the D&D game, but, unlike TSR UK's last attempt in this field (the disappointing *Fiend Folio* with its many one-use creatures), this one has a lot to recommend it. The book's presentation is up to the usual high standards we've come to expect from Messrs Bambra, Gallagher and Morris, with no wasted space, and all 200-plus creatures are nicely illustrated.

Unlike AD&D's Monster Manuals, the entries in the *Creature Catalogue* are ordered by 'type' rather than just alphabetically. Thus, there are six sections: Animals (including giant and extinct varieties), Conjurations (including elementals and golems), Humanoids (self-explanatory), Lowlife (including insects, plants, and all the jellies and slimes), Monsters (a catch-all category), and Undead. This should certainly make life easier for those DMs who design their own adventures, and know what sort of monster they want, rather than its name. The Intelligence of each monster is also listed with the rest of the stats, something that's been missing from D&D for quite a while. Moreover, the fact that there are comprehensive references to all the monsters appearing in the Basic, Expert, Companion, and Master rulebooks finally solves the problem of trying to remember in which set a particular monster appears.

No doubt there are those who will have little use for 'yet another compendium of monsters', but in my opinion the D&D game was certainly short of a few creatures - particularly the humanoid variety. It is true that the book does contain all the creatures that have ever appeared in Basic, Expert, or Companion modules, and one or two are obviously 'conversions' from AD&D, but this is only to be expected. Certainly, monsters like the Hivebrood, Homunculi, Wood Imps are going to be used time and again by some DMs, and the depth of background on these creatures makes them invaluable.

There is also a comprehensive index of all monsters by environment, and Frank Mentzer's invaluable guide on to how to balance encounters according to the levels of the PCs (from the Master Set) has been reproduced in the introduction. So basically, this book contains all you could ever wish to know about monsters in the D&D game, no matter what level your characters are. Unless, of course, you've made it to the level of Immortals...

Otherwise, if you've ever felt constrained by the limited range of D&D monsters, then this book is for you.

Tim Brinsley

Once upon a time there was a series of modules for AD&D which dealt with slaughtering giants by the hundred, rampaging through the homeworld of the drow, and which ended in a confrontation with a certain Queen of Spiders. In those days there were few roleplaying adventures available and this series stood out above the rest. Now these adventures have been re-released in a 128 page book and the thrill of mass death can be relived - or experienced by all of you who missed out the first time round. For, believe it or not, roleplaying has now come full circle. Death and gore are again the order of the day, and talking to NPCs is a thing of the past.

Players who enjoy the mindless mayhem of high level slaughter will not be disappointed. Those looking for a chance to interact meaningfully with creatures will be. But, if they can wait (or is that survive?) most of the way through the campaign, they will be able to use their wits in the city of the drow, well at least for a while before the spells start flying again.

Although a re-isssue, **Queen of the Spiders** has been greatly improved over its original format. Monster statistics are now provided for all the monsters, so you don't have to run it with a *Monster Manual* firmly clutched in your hand. The book is of an overall better standard than the original, it is laid out better and has benefited from the addition of a wilderness to link the giant camps together. However, the maps have suffered greatly in this new version. They been reduced in order to get them to fit, making them very small indeed - some of the mass combats which occur are going to be *verrry* difficult to run.

A new and intriguing beginning has been added which gets the whole business off to a very satisfying start, but this is soon let down by the outdated adventures which follow. Don't get me wrong - in its time this was an excellent product and deserved the acclaim it received as the very first of a new breed of modules/adventures. But today, when dungeons are old hat and there are many more sophisticated adventures available for AD&D, it doesn't stand up too well. The *Dungeoneer's Survival Guide* has added greatly to the realms beneath the earth, but none of that has been incorporated here. What *Queen of the Spiders* gives you is slaughter on a grand scale. There are supposed to be various power struggles in progress in the depths, but the players never really get to see any of this. Who cares if the drow and the kuo-toa don't get on very well, when they are both trying to kill you?

TSR have proven over the years that they are capable of better products than this. Instead of wasting time with old material, they should concentrate on presenting new roleplaying ideas.

Peter Green

OPEN BOX QUICKIES

ELLERY QUEEN MYSTERY MAGAZINE GAME

- Boardgame -

Mayfair Games Inc £11.95

From the pages of Ellery Queen's Mystery Magazine springs a boardgame obviously inspired by *Sherlock Holmes Consulting Detective*. The set includes a double-sided mounted map, Basic and Advanced Rules, a turn record chart, a casebook of five mysteries, guides to New York and Bromlee Station and six detective cards and plastic pawns.

The game can be played with 1-6 people. Each turn the detectives get to investigate clues by visiting locations on the appropriate map and referring to the casebook to see what they find. Each clue is shared with the other players, until one feels ready to propose a solution - he or she then reads the printed solution himself. If exactly right, he wins, otherwise he must drop out of the game. This continues until everyone's got it wrong, or someone turns up with the correct solution. It seems odd that six detectives will all know what their counterparts have discovered when they're scattered across Manhattan, and that a PI would give up a case because he's proposed an incorrect solution...

The Detective's guide to New York is very useful in others games too (say *Call of Cthulhu* or *Marvel Super Heroes*), but not worth the price of the whole game - buy a travel guide instead. *Ellery Queen* is certainly a challenger to *Consulting Detective*, with better presentation and a multiplayer option. If only it hadn't slavishly followed the style of Sleuth's game. My top boardgame, I think, despite that.

PF

AN IMBALANCE OF POWER

- Star Trek Adventure -

FASA £8.95

Klingons have to contend with the superiors, keep an eye on the riff-raff, and uphold their natural right to grind all under their heels. It's hard work, and tends to be poorly paid. Even worse, Federation scum turn up at awkward moments!

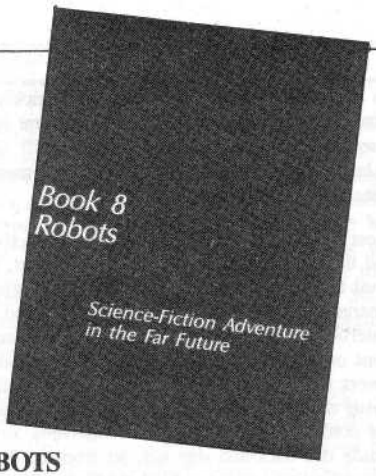
An Imbalance of Power is written for the command group of a D7 battlecruiser, who happen across a primitive world with immense deposits of durallium, an important ore used in warp drive shielding. If the PCs can take control of the planet, and put the population to work, they'll receive huge bonuses. The snag is that anything above minimum force will make the operation expensive, and reduce the bonuses...

Initially, the PCs need to choose a faction to support, then make sure that their natives become dominant in the area with the best mineral deposits. The adventure assumes that the team will decide to aid the warlike nomads against the more civilised settlers. Alternative plots, such as an outline of a profitable scheme to make the Settlers the planetary rulers, would have been nice. However, there are plenty of opportunities for sneaky Klingon cheating in the tests that the PCs must undergo to gain the confidence of their chosen faction. And to add spice to the proceedings the USS Essex arrives, loaded with despicable Vulcans.

The pack contains a 28 page adventure, 22 pages of character descriptions, ship specifications, handouts and other data, plus a wargame (for the final confrontation of the adventure) with 224 counters, a large map sheet and five pages of rules.

The amount of work imposed on the referee is a drawback, but for those who like an occasional wargame this adventure is probably a must.

MLR



ROBOTS

- Traveller Supplement

GDW £3.95

Robots are extremely versatile in comparison to normal computers. They are also cheap compared to the cost of training and hiring a human for 20 or 30 years - the average cost is only 600 credits per skill, for example. However, someone seems to have sneakily changed computer Tech levels for robots without bothering about starship computers, or the TLs of any other device for that matter. Artificial intelligence is down to TL12, which may be a little pessimistic, considering all the other technological marvels that a culture is supposed to possess by that point.

Robot design is nearly as complicated as vehicle and spaceship construction. There's the same emphasis on hull capacity and component size and weight, and the same mind-numbing string of numbers - the Universal Robot Profile or URP. One section has quite a lot to say about alien robots from the deadly Hiver combat models to the cheap and shoddy imitations built by the Vargr. There's even a section on robot player characters.

The rules are clear and reasonably concise, and suggest a few interesting scenario ideas. At 56 pages this isn't the most useful rules supplement for a *Traveller* campaign, it's more for completists and GMs.

MLR

THE ARCANUM, THE LEXICON & THE BESTIARY

- RPG supplements -

Bard Games £4.95 each

The Atlantean Trilogy is a strange beast - it comes in three bits and claims to be a supplement for your favourite roleplaying game, but the *Arcanum* is a roleplaying game in itself...

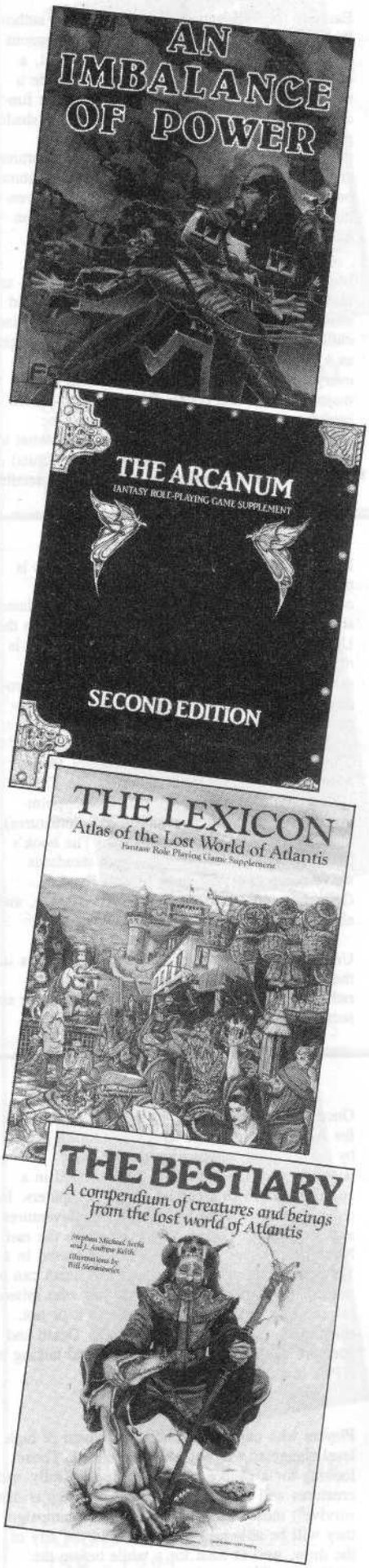
The Arcanum contains 27 character classes, and close to 500 spells amongst other RPG-ish things: experience, training, combat rules. I found myself playing Spot the D&D Equivalent - a game not mentioned in the book. It sure whiffs of That Game a lot (though Bards sensibly opt out of the awful Armour Class system in favour of an RQ-style damage reduction approach). It's pretty obvious from the start which game this was primarily intended for. You can get by without this if you already own a roleplaying game; if not, it's a solid starting base.

The *Lexicon* is an atlas of Atlantis which tells you everything you'd like to know about the world. This is a supplement for any RPG, containing no statistics or rule references, but oodles of pretty maps, and over 100 pages to digest. Everywhere that's anywhere gets covered, from Khitai to Kush to Cimmeria (Conan? Who he?).

The *Bestiary* is my favourite because of the illustrations by Bill Sienkiewicz (of Marvel Comics). The first 95 pages give many, many creature descriptions - the rest are statistics for use with the Arcanum, or as a guide for your own system. A Monster Manual done with taste.

If you're willing to flex your wits on the Bestiary, volumes 2 and 3 can be used with D&D, RQ or whatever you prefer.

PF



PF - Phil Frances, MLR - Marcus Rowland

20-20 VISION

A Bi-monthly column covering fantasy and science fiction movies,

by Colin Greenland

Thrilling or What?

It's not true, what they tell you. Father Christmas does not live in Greenland. Not in this particular Greenland, at least. Christmas makes me depressed and morose. I loathe organized merriment. And I'm skint.

If you too are skint this festive tide, here's a money-saving tip. Don't go to see **Gobots — Battle of the Rock Lords** (Entertainment, U). That gormless Hanna-Barbera style of drawing has a certain primitivist charm, I suppose. But 93 minutes? Gobots were last year's thing, anyway. All mine are broken.

There's not been much at the movies to cheers me up. Except **True Stories** (Warner, PG), David Byrne's chirpy piece of Pop Art, which, as he says, is 'about liking things'. It's hard not to like his engagingly awkward flip from singing in Talking Heads to directing and driving around in his own movie. *True Stores* is a tour of Virgil, Texas, Byrne's toytown utopia, whose peculiar citizens have neurosis down to a fine art. Zippy the Pinhead would be at home in Virgil.

Roman Polanski's **Pirates** (Cannon, PG) should have been great fun. Cap'n Red, the boastful buccaneer, is Walter Matthau wrestling with a powerful man-eating Cockney accent. (Seeing he looks so much like Leo McKern here, couldn't we have had him instead? Especially as all the Spanish are played by English actors.) Well, he kidnaps the niece of the Governor of Maracaibo, who falls in love (the niece, not the governor) with the Frog, Cap'n Red's French sidekick, and it's haul away, boys, for merriment and misadventure on the high seas. But the movie's too *slow* to swashbuckle; and Polanski being Polanski has made everything look so disgusting and filthy and diseased it's also too realistic, if anything. There's a bit where the desperado duo are forced to eat a boiled rat — oh, you've heard about that bit, have you?

So. Science fiction. Well, you can save another couple of quid by avoiding **Short Circuit** (Rank, PG). 'No.5 is alive', proclaims the poster. What's this, what's this? A movie of *The Prisoner?* Sadly, no: it's about a cute robot that gets struck by lightning and, um, comes to life. 'A remake of *E.T.* with the leading role played by R2-D2,' as one American reviewer said. No.5 wanders around the scenic Washington-Oregon area bringing trouble and romance into the lives of scrubbed teenagers, one of whom is the sort of grinning goodness-gracious Indian stereotype that should have been buried with Peter Sellers. There *are* good jokes, but the picture's so bland they hardly count. Director John Badham worked with Ally Sheedy before, in *WarGames*. That was respectably suspenseful and had some intelligent things to say about military hardware. The builders of No.5 — which could explode, we're casually told, with a force of 25 megatons — get off far more lightly. The destructive potential of their errant device isn't even used to ginger up the plot. 'Oh boy!' exults Sheedy. 'Is this thrilling or what?' What, I'm afraid, Ally, decidedly what.

Real Genius (Tri-Star, 15) is another nice, heartwarming comedy which claims to have a position on the arms question. After a startlingly sharp satirical beginning in the Pentagon ('What do you say we look at these new blinding techniques then break for lunch?'), Martha Coolidge's film trucks on down to the Pacific College campus, where an elite team of supernova students are assembling the orbital laser which they think is just a term project but which the evil prof has had commissioned by the masters of war.

In fact this makes scant difference to the bulk of the film which is yet another celebration of the anxious wonder of growing up white, middle-class and heterosexual in America. The lovable weirdos squabble in the lab, play hi-tech pranks in the dorm and party in the lecture theatre. Nerds just wanna have fun. Nerds have feelings too. Hug a Nerd today.

It's impossible to take the anti-war messages of *Short Circuit* and *Real Genius* seriously in a cinema season that includes **When the Wind Blows** (Recorded Releasing, PG). Raymond Briggs has written the script for this animated version of his brilliant and urgent blackly comic book. The story of Jim and Hilda Bloggs preparing for the Bomb and trying to get back to normal afterwards is heavy-handed, especially at the end, and would have been better shorter; there are odd continuity problems between the pictures and the dialogue. But it is powerful, ludicrous and shocking. It gets to you. As it ought to.

All of which, as I said, takes us very far away from festivity. Come, gentles all, 'tis panto time! (Forgive me if I write in rhyme.) There is something pantomimic about **Labyrinth** (Tri-Star, U). Mostly it's seeing David Bowie prancing around as the Goblin King — and looking astonishingly as he did in 1973. His songs, sad to say, are not stardust. They too are in true pantomime tradition — i.e. naff and superfluous. Then there are clowns, in state-of-the-art costumes: a cowardly gnome, a big stupid furry thing and Basil Brush's identical twin brother. The clowns are a bit boring. What works well are the contributions from Jim Henson and Terry Jones: hordes of twisted Muppets and a script with some jokes that wouldn't have disgraced the wonderful *Time Bandits*. Sarah is an immature scrubbed teenager. Sarah's bedroom is stuffed to its frilly seams with fantasy books, games, models, dolls and teddy bears. All she seems to lack is a sense of the unwelcome requirements of reality. Nasty Sarah wishes her baby stepbrother away to the goblins, then has to penetrate their made maze to rescue him. Like *Time Bandits, Labryinth* is the story of a child trying to negotiate a dreamlike otherworld where logic is not all that it should be; and so it also borrows lavishly from *The Princess and the Goblin, Alice in Wonderland, The Wizard of Oz* and *Where the Wild Things Are.* A couple of scenes along the quest are truly eerie; others are doggedly sentimental.

CRITICAL MASS

A regular book review column, written by Dave Langford

GOOD STUFF

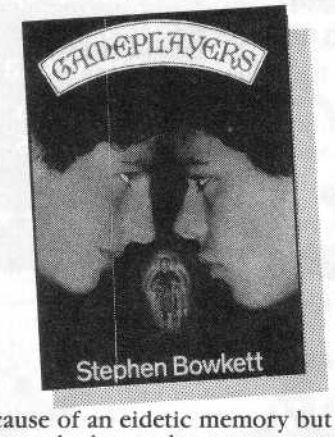
I forget who said it's a magazine's duty to annoy a fifth of its readership (justice requiring that it isn't always the same fifth). Over the haggard years I've learned that any negative review will get me stomped upon, because there's no book so good that someone won't hate it.

About the most impressive is Greg Bear's **Eon** (Gollancz 503pp £10.95), which again challenges Arthur C Clarke on his own ground. *Blood Music* took a poke at *Childhood's End*; *Eon* hurls everything including the kitchen sink against *Rendezvous with Rama*. Again a vast arcane object (the 'Stone') passes through the Solar System; again it's explored to reveal brainboggling wonders... Bear has a nastily realistic eye for the Stone's political repercussions, and World War IV forms part of the incidental backdrop, despite the fact that the second most boggling artifacts aboard the Stone are histories describing World War IV. This thing wasn't built by aliens, you see.

The peak of weirdness is reached in the Stone's inmost chamber, whose contents are such as to dwarf mere Ringworlds and Orbitsvilles: a pocket infinity. At this point the inevitable question is, 'what happened to the builders' SF traditionally provides lousy answers, but not Bear: his space/time engineers are still in residence, a million kilometres inside the Stone, which is some 250 kilometres long. Although some of the efforts to describe indescribable technologies don't quite come off, this is impressive SF on the most colossal scale, where the concepts are bigger than universes but human beings still matter desperately. Hear that horrid grating noise? It's the sound of America's other hard-SF writers gnashing their teeth in sick envy.

Brightness Falls from the Air by James Tiptree Jr (Sphere 33pp £3.50) is perhaps this month's punchiest book: Bear aims his vast concepts at your sense of wonder, but Tiptree goes for the goolies. It's high melodrama which could be completely absurd, with its mixed party trapped on the lonely planet like the characters of a 1930s country-house murder story, to face a long night of nova-watching, loathsome crime, forbidden drugs, age-old guilt, implacable vengeance, temporal spasm and staggering coincidence. As the sky fills with the gaudy spectacle of the nova called the Murdered Star (er, yes, the last of the murderers and the last of the avengers are both present), various masks are ripped from 'tourists' to reveal the makings of bloodbath and genocide. Few survive for the meagre scatter of happy endings. In retrospect I don't believe a word of it, but Tiptree pours so much energy into her narrative that against all reason it sweeps you away. Phew, what a scorcher...

Over in the realms of fantasy, Gene Wolfe has begun a strange new sequence with **Soldier of the Mist** (Gollancz 335pp £10.95). You can't help comparing it with 'The Book of the New Sun', whose remote future has a similar flavour to *Soldier's* mythic Greek past. The narrator Latro is an equally garrulous 'holy fool', not this time



because of an eidetic memory but because he has no long-term memory; anything he doesn't write down will be lost, and his journal forms the book. (How *accurate* is it? An interesting question). Gods and immortals are thick on the ground, visible to Latro though rarely anyone else, and forever tinkering with the course of events.

Keeping track of them needs concentration and a smattering of classical info, since Latro/Wolfe will just mention a 'man with a club' (Herakles) or a nickname like 'Earth-Shaker' (Poseidon). Sparta plays an important part but is only once named thus (in Greek letters!). Though sometimes annoying, this helps make the book immediate and alive, not just another tour through musty, shopworn legend. In other words, *Soldier* is vintage Wolfe: beautifully told, infuriatingly enigmatic, and certainly not to be unravelled on the basis of the first book alone. You will hear more of this.

Dwarf readers will be interested in Stephen Bowkett's second novel **Gameplayers** (Gollancz 159pp £7.95), a 'young adult' tale of role-playing and reality. Bowkett has a nice ear for conversation (last time I reviewed him I praised his 'schoolboy dialogue', only for it to be printed as 'schoolbook dialogue': not quite the same thing, chaps). He switches neatly between the grottiness of the young hero's life — parental divorce imminent, etc — and the high-fantasy tone of the D&D-like RPG into which he regularly escapes. The tensions of the game spill into the real world, thanks to that familiar character the nasty GM who doesn't want his puzzles to be unravelled and prefers to slaughter uppity players. At the climax, our hero wins (just) by treating a dangerous real-life situation with game-world resourcefulness. It's all rather well done, though there's a faintly moralizing note of Fantasy Games May Damage Your Mental Health...

Kerosina Books, the small press, has produced its second volume: **Shades of Darkness** by Richard Cowper (Kerosina 143pp £10.95 — from the publisher of Plovers Barrow, School Road, Nomansland, Wilts, SP5 2BY). Meanwhile, Clive Barker offers the paperback **The Damnation Game** (Sphere 374pp £3.50). These, both well-written, represent extremes of the horror genre (which in general I thoroughly dislike). Cowper's is an old fashioned and gentlemanly ghost story, all elegance, subtlety, restraint and delicate chill, flowing along so smoothly as to resemble a long short story. Barker is determined to *really horrify* you, and pulls out all the stops including ones you hoped he wouldn't think of, as zombie after putrescent cannibalistic loose-bowelled bestial algolagnic punk zombie squelches into action at the sinister arch-villain's command.

The essence of horror is the turning of the screw. Cowper turns it with discreet style and wit, but never quite far enough. Barker wrenches it with flamboyance and effective video-nasty imagery — but so violently that he strips the thread long before the book's over. Each new horrible set-piece has less impact than the last, until the repulsive maggoty finale moved me to terrified cries of 'So what?'.

I hadn't read Isaac Asimov's **Robots and Empire** (Grafton 508pp £2.95) when I reviewed *Foundation and Earth* last issue. This is a rather better book, following loosely from *The Robots of Dawn*: Asimov always perks up when chopping logic with the Three Laws of Robotics, and here his robots come up with a Fourth, or rather Zeroth, Law. This works out approximately as 'the end justifies the means'. For some reason the author doesn't seem even mildly worried by the implications... In addition, this is the book which completes the tortuous work of reconciling the robot and Foundation stories with such unrelated 'Galactic Empire' novels as *Pebble in the Sky*, where Earth's surface is radioactive. Therefore a doomsday weapon is built and unleashed, which by continuous operation over 150 *years* will do the dastardly deed. But, enquires a particularly cunning villain, suppose somebody turns it off before then? The answer, translated from the pseudo-science, is roughly: 'Don't worry, I'm putting a padlock on the controls'. Only in SF do you find such glorious moments.

A final clutch of reprints... **The Venus Hunters** (Gollancz 142pp £8.95) is the first hardback edition of J G Ballard's 1967/1980 ten-story collection: no Ballard fan can be without it. Eric Frank Russell's **Like Nothing on Earth** (Methuen 159pp £1.95) comprises seven SF tales including the funny Hugo-winner 'Allamagoosa'. **The Chronicles of Corum** by Michael Moorcock (Grafton 454pp £9.95) reprints the second and final Corum fantasy trilogy, *The Bull and the Spear*, *The Oak and the Ram* and *The Sword and the Stallion*, about which it has so often been said, but never proved. Fritz Leiber's **Swords Against Wizardry** (Grafton 189pp £2.50) is the fourth in the justifiably well-loved Fafhrd/Mouser fantasy series. And **Dimension of Miracles** by Robert Sheckley (Grafton 188pp £2.50), though episodic, remains one of Sheckley's and SF's funniest books.

Suspicious I call it, so much good stuff all in a single month. Where's L Ron Hubbard when we need him?

MORE • THAN SKIN DEEP

by Allan Miles

As the *Dungeon Master's Guide* asserts, **AD&D** is unquestionably 'humanocentric'. Yet the other races bring an important diversity to the game, specific strengths, and unique options (split-class characters). Now that GMs and players have been able to absorb new level limits and racial types from *Unearthed Arcana*, it is perhaps time to look afresh at the role of nonhuman PCs in AD&D, because many problems still exist in the system.

" Funny sort of culture which encourages assassins but *discourages* thieves... "

The AD&D game system is arbitrary as any game system is, but this need not worry us. Rather, is the AD&D system logical and consistent within itself, and is game balance achieved — ie, do different races have contrasting strengths and weaknesses which ensure that they are all approximately equally attractive propositions in game playing? Something of the logic of the system can be inferred from the *DMG, PH, UA, DDG*, and a series of articles by Roger Moore in *Dragon* magazine (issues 58-62). And four problems exist with the system.

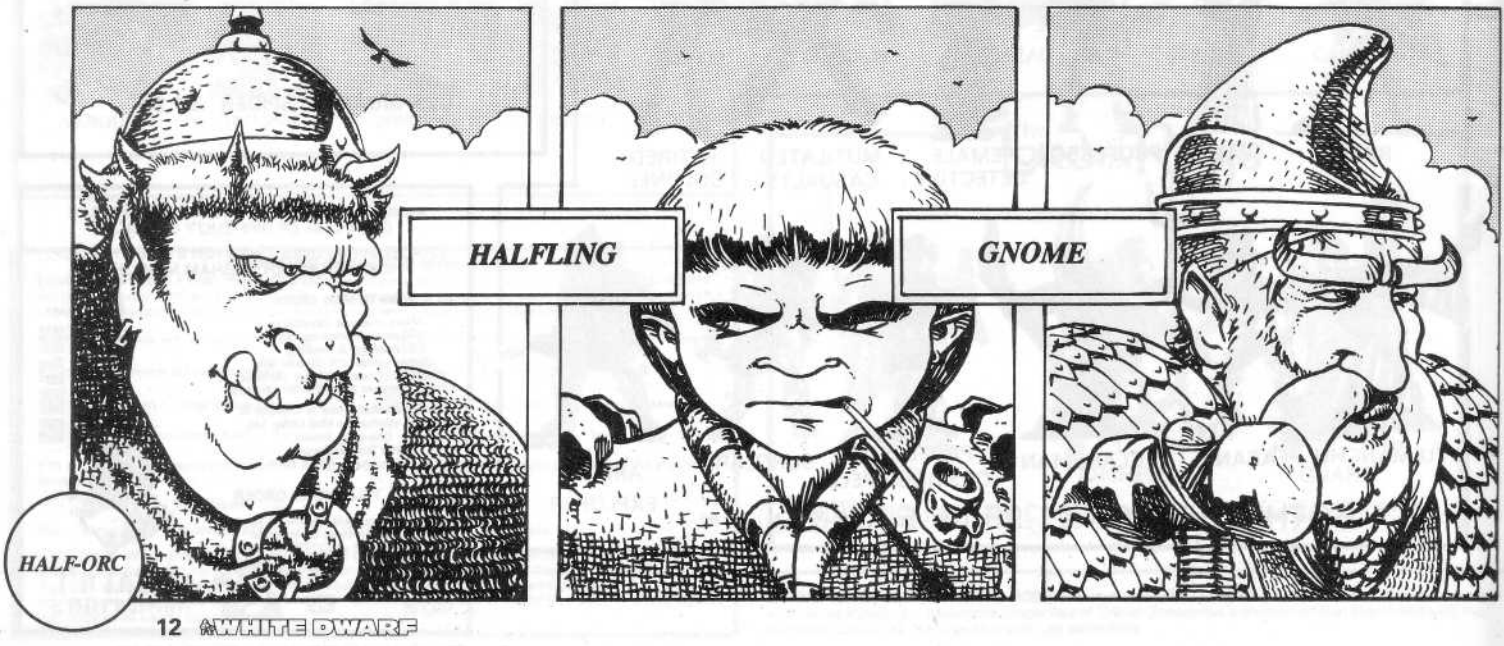
The first problem is that a race is sometimes found to have a special ability, class possibility, or limitation which appears almost to defy its very nature. The classic example of this is the option which gnomes have of becoming illusionists — more on this later. The second problem is that sometimes a clear and satisfying logic about a nonhuman race seems not to be followed through to important cases and situations where it seems obviously relevant; certain issues pertaining to the non-magical nature of dwarves and gnomes crop up here. The third problem — and this is so serious that some official revision of the AD&D rules seems necessitated — is that game balance is, in a few cases, demonstrably destroyed. The outstanding offender here is the half-elven race. Issues of this kind are of central importance because they are not just matters of opinion; these problems are logically and objectively demonstrable.

The fourth problem is a subtle one which pertains to the nature of the logic employed in arguing about nonhuman races in AD&D. On the one hand, certain arguments about their strengths and weaknesses are based on their *physical* make-up and constitution (in the vernacular sense); ability score modifiers and saving throw bonuses (in some cases) are good examples of this. The *Players Handbook* tells us that the saving throw bonuses dwarves get against poison and many magical attacks are part of the system 'because of their very nature', and since they are linked to the Constitution score of the dwarf, are obviously rooted in the physical make-up of this tough and hardy race. On the other hand, other strengths and weaknesses — and level limits for nonhuman PCs — are often justified in terms of the psychology or sociology of the nonhuman races. Sometimes, we get subjected to *cultural* explanations and arguments. A classic example of this is Roger Moore's discussion in *Dragon 62* of why half-orcs alone of all nonhuman races are limited in advancement as thieves, while (again alone of all nonhuman races) being capable of unlimited advancement as assassins. Since these two professions have overlapping skills and demand much the same physical attributes (dexterity most obviously) for success, it is obvious that no physical explanation could possibly be offered for the thief/assassin difference here. The explanation/justification could *only* be cultural.

" The level limit on fighter advancement... is illogical and unreasonable. "

The problem, of course, is that one can explain *anything* in a game system in terms of some cultural 'explanation' or other. Such explanations (often ad hoc) are frequently more arbitrary than the nonhuman limitations they are invoked to explain. Sometimes, physical and cultural explanations do not seem to marry up — like the half-orc example. Funny sort of culture which encourages assassins but *discourages* thieves... Further, there is at least one case where physical and cultural arguments both tell *against* the official AD&D system. We'll come to this soon, but for now the moral is: watch out for justifications of game logic in terms of cultural factors. They're rarely convincing.

In this article, I'll suggest ways in which GMs might consider tidying up the AD&D character



races so that game balance and underlying game logic are improved. I'll deal first with the older (*PH*) races, and then the newer (*UA*) ones.

DWARVES

Mountain or hill dwarf, the difference is trivial. Think of dwarves and you're thinking tough. Dwarves must have a minimum Strength of 8 and Constitution of 12. Their initial Con roll gets a +1 bonus, emphasizing their hardiness. Not only are they the toughest race physically, their culture emphasizes warriorship. The AD&D creation myth for dwarves has them born of fire, iron and mithral. Their sex ratio is two males to one female, so that many males take up the life of the wandering adventurer. So, their physical nature, origin, and culture obviously fits them for the class of fighter.

"Think of Dwarves and you're thinking tough."

So, it is absurd that dwarves are so limited in the limit of advancement in this class. Even with 18 (99) strength (maximum initially possible) this limit is 10th (hill) or 11th (mountain) level. This is far too low. The absurdity of it is underscored when one considers that dwarves with 18 Wisdom can become 13th-level clerics and any dwarf can become a thief of unlimited level. Yet dwarves have no minimum Wisdom (cleric) or Dexterity (thief) requirement. This is simply crazy. There is no logic at all in having a race so obviously suited for fighting (physically and culturally) and then allowing them to become more proficient as clerics or thieves than as fighters.

The standard rejoinder is: game balance must be kept. Dwarves have poison and magic resistance, infra-vision, and other benefits denied to humans. Thus, a limit must be set on their prowess as fighters, or else fighters of other races (especially humans) would be at a severe disadvantage. This argument is strong. But does the game balance have to be kept by restricting dwarves to implausibly low limits as fighters? Simply: no.

There are other balancing elements. Already built into the system are severe weapon restrictions. No longbows, and above all no bastard or two-handed swords. They're just too big for a dwarf to use (indeed, I've seen GMs who will not allow dwarves to use any sword larger than a shortsword). Against large enemies, the dwarven fighter can do far less damage than the human with a two-handed weapon.

Another balance which is built into the system would also help offset the dwarf's advantages and preserve game balance if the logic of it had been properly followed through in the AD&D system. Just as dwarves get bonuses to saves against many magical attacks because of their nonmagical nature, a magical ring has a 20% chance of malfunctioning if worn by a dwarf. This is logical. What *isn't* logical at all is why this only applies to magical rings. To take one compelling example: since dwarves gain bonuses against rods, staves and wands, why don't rods, staves, and wands have a 20% chance of malfunctioning when dwarves use them? Why doesn't *any* magical item have the 20% malfunction chance? The best solution is surely this: all magical items should be ruled to have a 20% malfunction chance when used by a dwarf, except for magical weapons and armour — as befits the fact that they are a warrior-like race. A pleasing symmetry: dwarves gain by being 'non-magical', so they pay for it too, to keep game balance steady.

A further possibility: dwarf fighters might gain multiple blows later than human fighters. They might gain three melee strikes per two rounds at eighth level, two per round at 15th, and never gain any further increases. After all, speed and dexterity is *not* what this race is noted for.

The other restrictions on dwarves seem fine to me: one can't imagine dwarven magicians, paladins, monks and the like. No, the one big headache here is the level limit on fighter advancement. It is illogical and unreasonable. So, get rid of the level limit — but balance that. Restrict weapon use, multiple blows, and even up the logic about dwarves being non-magical, and keep the game balanced.

ELVES

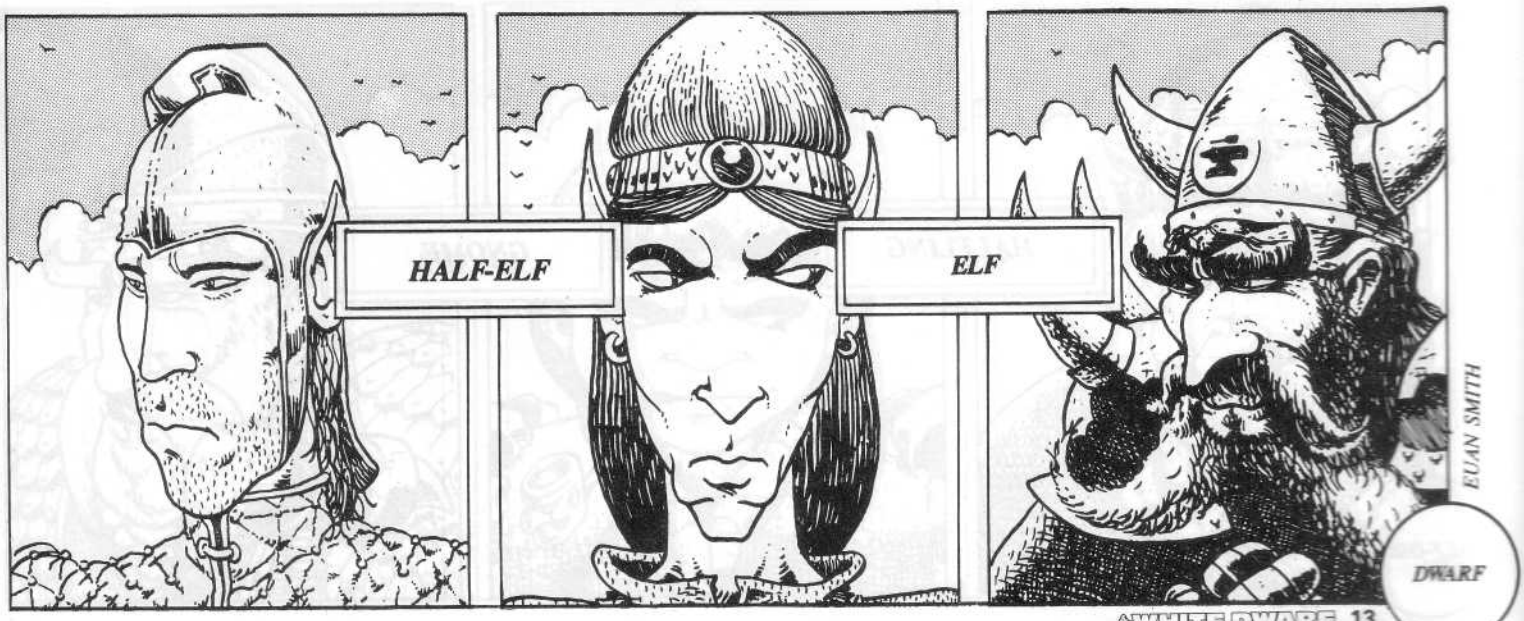
If the AD&D game system is illogical in its treatment of dwarves, it got the elven race just about right. This race (ignoring the proliferation of subspecies needlessly developed in *UA*) is smart (highest minimum Int requirement) and nimble (second highest minimum Dex requirement and a +1 bonus to initial dice-rolled Dex score). Tough, elves are not (-1 penalty to initial Con score). So, elves are severely limited in level progression as fighter-types while they can progress to high levels (or indefinitely) as druids, thieves, magic-users and so on.

A standard cry of complaint is: 'why are elves so limited as magic-users? In Tolkien, elves were powerful magicians'. The answer to this hoary old chestnut is simple: AD&D elves have no more in common with Tolkien's elves than they do with folklore figures six inches tall with gossamer wings. What conventions Tolkien used can't be treated as if they were some kind of agreed standard which anything else (including AD&D) has to be judged by. The point is, simply, a complete irrelevance.

The reason for limiting elves to 13th (or thereabouts) level as magic-users in AD&D is obvious: game balance. Elves have lots of

"Just another *Unearthed Arcana* cock-up, I'm afraid."

advantages humans don't have, so they must be restricted as magic-users or there would never be any point in playing a human magic-user. What's more, there is no balancing factor; with dwarf fighters, restrictions on weapon use balance their advantages over humans, at least to some extent. But elven magic-users can do everything human magic-users can, and there seems no logical or justifiable way of altering that. The restriction on level must stay, to retain game balance. And if that's arbitrary, that's game systems for you — *any* system.



A smart rejoinder might be: 'OK. But if what you say is reasonable, how come the AD&D system doesn't restrict elven druids, save for wild elves? After all, they have no disadvantages to set against their language skills, silent movement and surprise, longevity, infravision, and all of the rest of it. Shouldn't elven druids be restricted as elven magicians are?'. The simple answer is: yes. Just another *Unearthed Arcana* cock-up, I'm afraid, not spotting this problem. GMs should set a level limit for elven druids; I suggest 10th level (12th if single-classed) for all races.

The one remaining problem is the elven assassin. I've never been happy about this; it does violence to the conception of elves one develops from almost any fantasy source, including AD&D. There's a case for not allowing this option.

To sum up: the AD&D system has got it right here. The system of checks and balances works. All any GM has to do is to put a balancing level limit on elven druids and ignore players who berate him with irrelevant arguments about elven mages.

HALF-ELVES

Now this is where the whole edifice collapses. Almost everything here is illogical and in at least two cases game balance is totally destroyed. The basic problem is obvious. Half-elves have an incredible number of class options; they can be anything other than monks, illusionists, or barbarians. Add up the dual and triple classed options and you have the most versatile of all races. They have no outstanding characteristics but they have certain advantages (secret door detection, longevity, sleep/charm resistance, etc) over humans.

Let's start with the illogicality of it. Half-elf level limits (where they exist) are often lower than those which exist for either elves or humans (the cleric and magic-user classes exemplify this). It is hard to see how this could be explained physically (actually, it's impossible) and one would have to tie oneself in knots dreaming up some pseudo-sociological 'explanation'. What's more, level limits are the same for all half-elves irrespective of the race of the elven parent, which seems strange. Half-grays the same as half-Drow? And why aren't there quarter-elves? I simplify matters by ruling that a human/half-elf union produces a human and a elf/half-elf union produces an elf, but the rules writers ought to get round to this problem sometime.

One can see the game designer's dilemma: these versatile half-elves have to be severely limited in advancement in many classes or else everyone will be playing half-elves and nothing else. Game logic must yield to game balance. Unfortunately game balance is definitively violated by half-elves in at least two cases, which *UA* did nothing about. The first, of course, is the half-elven druid; the problem is exactly the same as for the elven druid. Who would be dumb enough to play a human druid when you can play a half-elven one who can do everything a human druid can just as well, and has all those half-elven advantages as well? The second case is the half-elven thief. Checking page 28 of the *PH* shows us that, compared with a thief (of same level, dexterity, etc) of the human race, a half-elven thief gains a 10% bonus for Picking Pockets and a 5% bonus for Hiding in Shadows. Unlike *any* other race, a half-elf suffers *no* penalty to *any* other thieving function to balance this (the favourite races, gnome and halfling, most players choose for a thief at least have a penalty to the Climb Walls skill to compensate for their many advantages over human thieves). Half-elven druids and thieves destroy game balance. Imposing level limits won't do here, because it would leave half-elves unique in having no class option open to them with unlimited advancement possibilities. That would stick out like a sore thumb as a total anomaly in the game system.

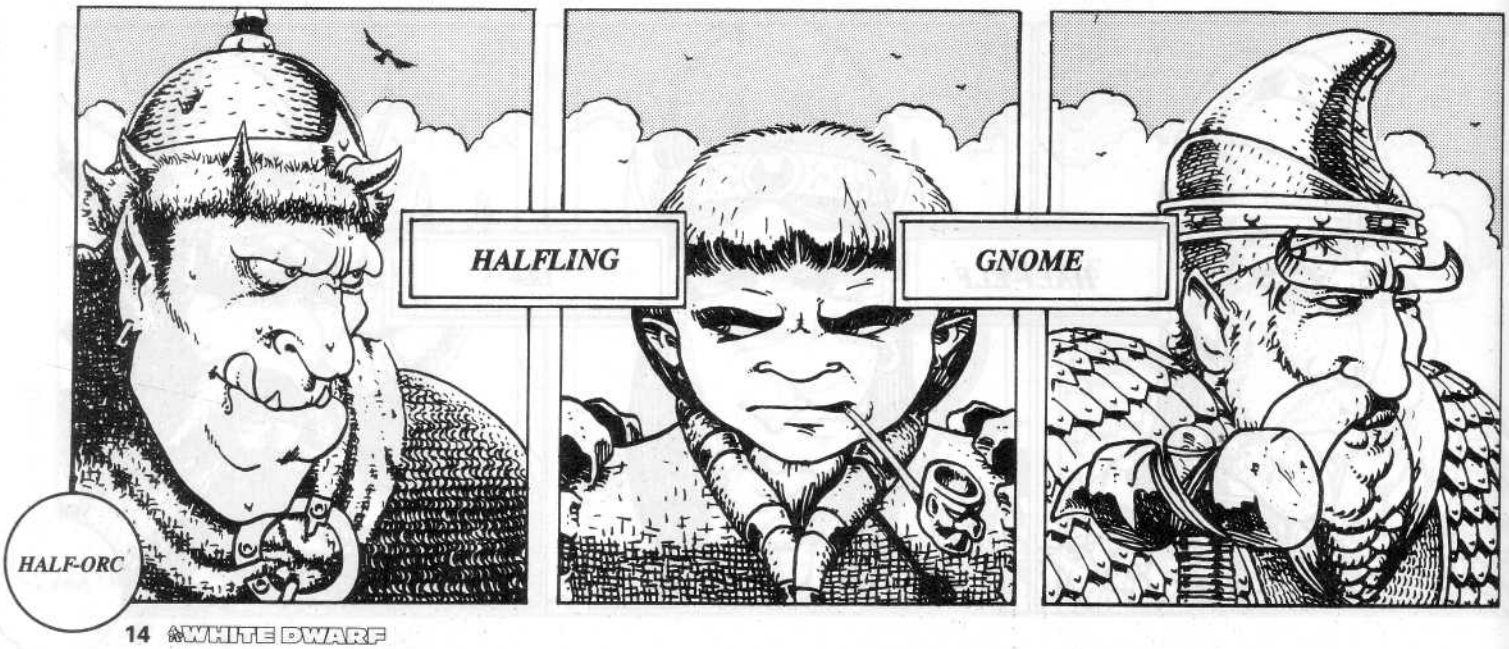
> **"Who would be dumb enough to play a human druid when you can play a half-elven one..."**

Half-elves are such a problem that ad hoc penalties for the race are a very unsatisfactory solution. This demands rewriting of the game rules to deal with the difficulties, something I'm not going to attempt here. In the interim, GMs should be very careful about permitting half-elven PCs in campaigns, especially thieves and druids.

GNOMES

In many ways, gnomes are very akin to dwarves in terms of infravisual capability, language abilities, underground detection skills, Constitution-linked bonuses to certain saving throws against magical attacks, and the -4 AC bonus when fighting certain giant-class enemies. One oversight should be cleared up, though. Gnomes do not get a Constitution-linked bonus to saves against poison as dwarves do. Yet both 'monster' gnomes and PC and monster svirfnebli do, in one way or another. PC gnomes appear to me to be the victims of a simple oversight. It hardly disturbs game balance to grant PC gnomes parity with dwarves (and halflings) on this score. I for one cannot see any logic in making halflings poison-resistant while gnomes aren't.

Gnomes are fairly restricted in advancement in many classes, and quite a few aren't open to them. All the restrictions seem fair to me. The problem is not what gnomes can't do, but one thing they can. Alone of all nonhuman races, gnomes can become illusionists (maximum of seventh level if dual-classed, ninth level in the unlikely event of a player choosing this as the only class for the gnome). Superficially one might think that fun-loving gnomes enjoy playing pranks so that some kind of cultural explanation for this can be dreamed up. There are two big problems with this view. First, it trivializes illusionist skills. Second, gnomes are supposed to be non-magical, remember? That's why they get saving throw bonuses against many magical attacks, and like dwarves this is rooted in their physical nature, since it is linked to their Constitution score. So how come this race can become illusionists? Answer, they should not be allowed this option. Roger Moore (*Dragon 62*) comes to much the same conclusion. Then again, gnomes should perhaps be subjected to a logical



extension of the 20% magic malfunction rule I discussed earlier for dwarves.

It's obvious why gnomes were originally allowed the illusionist option. There had to be something else for them to do apart from being thieves. But now *UA* rules permit gnomes to go fairly far as clerics (10th or 12th level with 18 Wisdom) the option of the illusionist class is no longer needed. A cleric/thief is a strong option for a gnome PC. All the DM needs to do now is to apply the extended magic-malfunction rule and disallow gnome illusionists.

HALFLINGS

Halfling equals thief. That's all there is to it. But *UA* did introduce the possibility of PC halflings doing quite well as druids, an attractive and balanced option. The many limitations on halflings seem to me logical, consistent, and balanced. The AD&D system gets halflings right. There are just two brief quibbles.

The magic-malfunction issue crops up again here. I suggest that this should be extended to all magic except that directly associated with thieving. After all, this race has the highest minimum Dex requirement; an affinity with thieving, physically rooted as well as culturally, offsets the general non-magical nature. The second quibble is the lack of halfling assassins. It's not that I disagree with this, but I am unsure why halflings are uniquely subject to this prohibition when elves can become assassins, a surely equally implausible combination.

HALF-ORCS

There are three major problems here: half-orcs are disgusting, everything else hates them, and they have very short lifespans. Not surprisingly, very few players opt for a half-orc PC. They have modest chances as a cleric, but can do quite well as fighters. many classes are not open with only four class options available to them, there is still a peculiar anomaly in the system. How come half-orcs are uniquely restricted as thieves but uniquely capable of unlimited advancement as assassins? This makes very little sense.

The half-orc thief is hardly overpowered by comparison with thieves of other races so the restriction is inexplicable in terms of a need for game balance. On the other hand, allowing the half-orc to go far as an assassin seems reasonable to me. The GM should permit unlimited advancement for half-orcs in either class in the event that there is a player stupid and perverse enough to want to play one.

THE UA RACES

UA introduced three major new PC races, ignoring the sub-species of elves which don't introduce anything particularly new or different to the game. One of these new races we can dispose of quickly: the svirfneblin or deep gnome. Their innate ability to use certain illusionist spells does violence to game logic for the reason that the existence of surface gnome illusionists does; their magic-resistant nature. But what is really disastrous is the gross game imbalance introduced by the summoning powers svirfnebli gain at the sixth experience level. There's a 50% chance each day for summoning an earth elemental of 12-24 hit dice. This is over-powered for two obvious reasons. First, enemies need +2 or better magical weapons to hit them, rendering many NPCs and monsters incapable of fighting them at all. Second, earth elementals can do great structural damage, and the deep gnome will have its services for long enough to do major physical damage to dungeons, castles and suchlike. I simply do not believe that this race was adequately playtested before inclusion in *UA*. GMs should not permit PC deep gnomes in campaign; the race is over-powered and reducing its unbalanced special abilities would make it redundant to the surface gnome.

> **"With the possible exception of duergar the UA races are demonstrably destructive to game balance."**

The other two races, duergar and Drow, puzzle me as inclusions. Both races are by nature evil, shunned by civilized surface-dwellers, and are at severe disadvantages in town or wilderness adventures. Of course, by the rules PC duergar and Drow do not have to be evil, but what high or gray (or any other kind of) elf will bother to check before attacking the hated Dark elf? As the rules stand, duergar look playable, but who or what would adventure with them? Drow are too powerful, however. Female Drow clerics and male Drow magic-users are much stronger than similar PCs of other elven races by virtue of their saving throw bonuses and special spell-casting powers; the problem with female Drow clerics (unlimited level advancement) is particularly bad. Drow PCs should, I think, not be part of the AD&D game and GMs should not permit them.

I've been very negative about the *UA* races but my arguments about game balance do show that this isn't just because I don't happen to like them. With the possible exception of duergar, they are demonstrably destructive to game balance. They add nothing good to the game, and there was plenty of choice for PC race before *UA*.

RACES AND PLACES

There are many suggestions I've made here for improving game logic and game balance in AD&D by altering certain characteristics of the nonhuman races. GMs might consider introducing certain of them as experiments in their own campaigns. Whether they do or not, it's a good idea to plan just how racial groups co-exist in the campaign rather than letting players choose whichever race they fancy for PCs without a second thought. Do elves live in cities with humans? If so, why? Half-orcs might be tolerated in rough places, ports and so on, but in quiet, cultured towns? What economic niches do members of typical racial groups occupy? *UA* might usefully have elaborated on this. Are there special alliances or antipathies for historical reasons in the campaign world? These issues are worth the GM's time thinking about, for they add greater plausibility and depth to the nonhuman races.

ORRIGHT SCUM! – JUDGE PSYCOPATH 'ERE – YOU BEST LISTEN TO WOT I 'AVE TO SAY – COS I AM THE LAW, KNOW WOT I MEAN JOHN!
NOW IT 'AS REACHED MY SHELL LIKE EARS THAT THERE'S ONE OF THEM BARBARIAN TYPES GOIN' ROUND KILLIN' INNOCENT WOMEN AND CHILDREN!
THAT'S ALL VERY WELL FOR US JUDGES – ALL PART OF A DAYS WORK, INNIT! BUT AN ORDINARY CITIZEN – I CAN SEE I'LL 'AVE TO 'AVE A WORD WIF THIS ONE!
THRUD THE BARBARIAN
SPECIAL THANKS TO I.P.C. MAGAZINES FOR THEIR COOPERATION IN THE PRODUCTION OF THIS STRIP
© CARL CRITCHLOW '86
MY LAWMASTER!
OOPS!
GENTLE BUMP!
DAMAGING A JUDGE'S PROPERTY! – DAMAGE THIS INCENDIARY SHELL PERP!
B-DOOM!
THOSE JUVES ARE CROSSING THE ROAD WITHOUT SUPERVISION!
BUDDA BUDDA
AIN'T NO ROOM FOR J-WALKERS IN THIS CITY – SCUM!
BLAP!
BLAP
I HERE ONE OF THOSE BAD-ASSED JUDGES FROM DOWNTOWN IS LOOKING FOR YOU!
REALLY?
AT THAT MOMENT...
OI! I WANT A WORD WITH YOU!
SMASH
ME BEER!
THE JOB ITSELF SOUNDED QUITE GOOD – IT WAS DRESSING UP IN THAT STUPID COSTUME I OBJECTED TO!

ON THE ROAD

Two Encounters for Warhammer Fantasy Roleplay

by Graeme Davis

These are two encounters which can be used in *Warhammer Fantasy Roleplay* when the adventurers are travelling by road. You can use them whenever you like, either as part of an adventure you have designed yourself, or as part of *The Enemy Within* campaign. With a little adaptation, the encounters should also be useable with any fantasy role-playing system.

EMMARETTA

Emmaretta is an NPC who can be encountered on any journey by road in The Empire. As the adventurers make their way along the road, they pass a young Human woman, apparently in her early twenties, travelling in the same direction. She is of medium height, and slimly built, with short, light brown hair and light brown eyes, and is travelling alone - unusual for any traveller, since the forests can be dangerous. Her only possessions are a set of outdoor clothing, a small bag of dried meat, a short bow with a quiver of arrows slung over her back, and a pair of daggers hanging from her belt. If any of the adventurers speak to her, she will answer courteously, giving her name, saying that she is a Hunter and telling them that she is heading for the nearest town, which may also be the adventurers' destination. She says that a friend of hers has got into trouble, and she is taking some money to bail him out.

Emmaretta will quite happily travel with the adventurers, and will be grateful if they offer her a lift. She cannot pay for a coach ride, as she needs all the money that she has for the bail. If the adventurers attempt to draw her into conversation during the course of the journey, and if she decides that she can trust them, she will explain that it is her lover who has been imprisoned. His name is Klaus, and she will say that she needs to bail him out before a certain date; if any adventurer with *Astronomy* skill thinks to work it out, it will be realised that this date is the next full moon.

Above the soft hiss of the rain can be heard the noises of the forest's nocturnal denizens going about their business. Somewhere in the darkness an owl screams, and is answered by the snarling wail of a Wild Cat.

What she tells the adventurers about her journey is true, but she neglects to mention that both she and her lover are Werecats; he has not yet learned to control his condition, and if he is still in jail when the moon becomes full he will change form in his cell and will almost certainly be killed by the guards.

Emmaretta is travelling in the company of two of the great Wild Cats of the Old World. They are trailing her from the forest, and will attack if she is threatened in any way. She is anxious to avoid trouble, and will call them off almost immediately, warning the adventurers that it would be best to leave her alone and go on their way. If she is hard pressed, she will adopt her Cat form and run off into the forest with her two travelling companions. She will only stand and fight if the money she is carrying is stolen; she needs it for Klaus' bail, and will use any means at her disposal to get it back.

EMMARETTA (Human Form)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	41	4	3	7	41	1	31	31	31	31	31	31

Skills
Acute Hearing
Concealment Rural
Follow Trail
Game Hunting
Lightning Reflexes
Secret Language - Ranger
Secret Signs - Woodsmans'
Silent Move Rural

Possessions
Outdoor Clothing
Sling Bag with 12 pieces of dried meat
2 throwing daggers
Purse with 12 GC
Short Bow
Quiver with 12 arrows

CATS (and Emmaretta in Cat form)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	41	0	4	3	5/7*	30/41*	3(5)	-	10	43	43	43	-

*The number after the slash is the value for Emmaretta in Cat form.

Special Rules: Attacks with 2 *claws* and 1 *bite*. If attacking from cover, **I** +20 for first round only. If Cat gains the first attack in the *first* round of combat, it may *leap* on its opponent; make one attack roll, if successful the Cat hits with 4 *claws* and 1 *bite*. *Night Vision* 20 yards.

If Emmaretta decides to travel with the adventurers, her two Cats will continue to trail her from the forest; they move stealthily, so that any character must make an *Observe* test with a penalty of -20 to spot them - and even then, all that will be seen will be a movement in the undergrowth. The cats will wait in the forest while she goes into the town, and once she has bailed Klaus out, the two of them will head for the forest, assume Cat form, and travel back to their home with their two companions.

This encounter can be used to add to an adventure in a number of ways. When she arrives at the town, a corrupt Watchman might take her money and then deny having received it, leading to her asking the adventurers to get Klaus out of jail as a favour. The party might be attacked by bandits, in which case she will fight alongside the adventurers, and her two Cats will come to the party's aid, melting back into the forest when the fight is over. If she is questioned about the Cats, she will answer simply: 'I grew up in the forest - I suppose I've made some unusual friends.' One of the other NPC travellers might fall foul of the Cats by pestering her or trying to steal her money. You should use your imagination to get the most out of the encounter.

A FRIEND IN NEED

This encounter takes place at night on a lonely and deserted stretch of road. For some reason, the adventurers have found it necessary to travel at night, despite the warnings of the staff at the last coaching inn they passed. The road ahead is a terrible place, swarming with brigands and worse; it is even said to be haunted. Some of this may be true, the adventurers conclude, but the fact that the innkeeper wants them to stay because they will pay for room and board may have a great deal to do with it. However, the adventurers decide to press on despite his warnings. Perhaps it is vital that they reach the next town by daybreak, or perhaps a group of Roadwardens are approaching the inn and the adventurers are anxious to avoid them.

Whatever the reason, the adventurers leave the inn after a hot meal, and carry on down the road. The first few miles pass easily enough - there is still a fading light in the western sky, and they are only on the edge of the forest. As the road goes deeper into the forest, however, things begin to change. The darkness deepens, and can only be penetrated by *Night Vision*. It begins to rain, a fine penetrating drizzle that soaks through even the stoutest clothing and soaks everyone to the skin. It is impossible to light a torch, and lighting a lantern requires a successful **Dex** test, as the adventurers' tinder is very damp. Above the soft hiss of the rain can be heard the noises of the forest's nocturnal denizens going about their business. Somewhere in the darkness an owl screams, and is answered by the snarling wail of a Wild Cat. The adventurers may regret their bravado now, but they have no choice but to press on; it is as far to go back as it is to go forward.

Blood oozes from dozens of small cuts all over his body. He raises his head to meet the adventurers' gaze, and a slash across his throat opens like a second mouth, sending blood cascading down his chest. One arm reaches out imploringly, and despite the fact that his legs have stopped moving, he continues to draw closer.

About midnight, the adventurers come to a small shrine; dedicated, appropriately enough, to Taal, the God of Wild Places. The shrine takes the form of a circular stone hut, about ten feet in diameter, with a conical thatched roof. An elk skull hangs over the doorway, and inside is a crude wooden statue of the god, standing about five feet high. There is room for up to five characters to shelter in the shrine, with some discomfort; the roof leaks, but the shrine keeps the worst of the weather out, and the adventurers can eat and perhaps snatch a couple of hours' sleep. It is impossible to light a fire in the shrine, since the tinder in the adventurers' tinder-boxes, and any kindling they might have with them, has been thoroughly soaked by the rain.

Whether or not the adventurers decide to shelter in the shrine, a strange thing will happen a few minutes after they arrive. Somewhere in the distance, a human voice is faintly heard; the words cannot be made out, but the voice is heavy with pain and misery. If the adventurers have horses or any other animals with them, they will become nervous and skittish. The voice draws closer, and after several minutes the adventurers make out a figure dragging itself along the road towards them.

The figure is indistinct, and difficult to make out through the drizzle, but it is humanoid. It limps and staggers, as if on the verge of exhaustion, and yet it approaches surprisingly quickly. When the figure is within ten yards of the adventurers, it can be seen to be a male Human. His clothes were once rich, but are now tattered, and he appears to be severely wounded. Blood oozes from dozens of small cuts all over his body. He raises his head to meet the adventurers' gaze, and a slash across his throat opens like a second mouth, sending blood cascading down his chest. One arm reaches out imploringly, and despite the fact that his legs have stopped moving, he continues to draw closer.

'Help me,' he moans, 'Help me.' As he approaches, the adventurers realise with a shock that the trees and the road can still be seen through his insubstantial body.

At this point, the adventurers should make a *Fear* test. They have encountered a Ghost.

GHOST

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	0	3	17	30	1	-	18	18	18	18	29

Special Rules: Subject to *instability* when outside bounded area (in this case, within 100 yards of the shrine). Immune to all psychological tests. Causes *fear* in living creatures. Immune to non-magical weapons. Touch causes *fear*, (**Ld** test at -10 penalty or flee). May pass through solid objects.

If the adventurers do not flee from the Ghost, it will not make any attempt to attack them. In a moaning voice, it will tell them that it was once Johann Gespenst, a Merchant from the nearest town. While staying at the inn which the adventurers have just left, Johann was murdered and robbed, and his body was brought into the forest on a cart and dumped by the roadside not far from the shrine. The adventurers can free Johann from his miserable condition by collecting his bones and taking them to the town for decent burial. He will show the adventurers where his body was dumped; the bones have been picked clean by wild animals, and are scattered over an area about ten yards in diameter.

The nearest town will have a graveyard, tended by a Cleric of Mòrr; depending on its size, it may also have a Mourners' Guild, who undertake all arrangements to do with funerals. An individual grave and marker will cost 30GC, while pauper's burial in the unmarked mass grave will be free. On the night after the burial, Johann's Ghost will appear to the adventurers; still an appalling sight, but free of the pain and desperation of his earlier appearance.

"Thank you," he says, "May you never suffer as I have."

If the adventurers have had his remains buried in the paupers' grave, Johann will vanish, saying nothing more. If they have paid for a burial plot and headstone for him, he will tell them that it is still in his power to recompense them for what they have done for him. He will instruct them to contact his family in the town.

"Tell them that you have helped me," he says, "Ask for my sister Greta, and tell her that I want her to give you a package, which she will find in a hidden compartment behind the second drawer on the right-hand side of my desk. If she questions you, mention the time when she was six years old, and I saved her when her horse had bolted. Then she will know that the message comes from me." With that, he will vanish.

If the adventurers follow his instructions, the family will be puzzled, but will comply. In the package is a velvet pouch containing four rubies, worth 50GC each.

To Boldly Go

by Ron Currie

As many of you who play **Star Trek: The Role-Playing Game** have probably experienced by now, it is very easy for players and gamemasters alike to lose track of the Trek. When presented with rulebooks, statistics, tables, and dice, humans have an unfortunate tendency to act more like number-crunchers than Starfleet officers (I apologize to Vulcan readers out there). I was a fan of the series long before *ST:RPG* came out, and I know how disappointing 'Statistics Syndrome' can be. So, without further ado, I present for the benefit of you gamemasters out there my suggestions for putting the Trek back on track.

THE PRIME DIRECTIVE

Here's a typical situation. Your players have an incredibly powerful starship, loads of equipment, and a well-trained crew. Throw them into a dramatically charged situation, say a world in the Neutral Zone being courted by both the Feds and the Klingons. As often as not, the players will try to find a way to shoot their way to victory. Sure, Kirk did a lot of that, but only when necessary. Anyone out there remember the Prime Directive? No unnecessary interference, right?

Well, here's the solution. The TV series is full of pencil-pushing Commodores who just love to make trouble for those free-willed Captains out there. When the Captain in your campaign begins to get too high-handed with his treatment of other races, worlds, ships, etc, an official warning from the local Quadrant Commander may often be enough. Back this up by making supplies a bit tougher to get hold of, assigning the ship to a dull (or better yet, dangerous) tour of duty, or make it clear during the next shore leave that officers from other ships are whispering behind the Captain's back. If things are still out of hand after this, have Commodore Stocker show up for the next mission. You never know when he'll get the urge to take over a starship again...

STAND BY, MR SULU!

Before an attack in the series, Kirk always ordered the phasers locked on target. If you are using the Starship Combat Game, just remember the rules for locking phasers. Not only does this keep players in character, it makes the effect of sneak attacks more realistic.

ENERGIZE!

After a while, when your players want to beam down, they get into the habit of simply saying 'Okay, we beam down. What do we see?'. Wait until they say 'Energize' first. They should get the message.

NO MORE EXPENDABLE ENSIGNS!

In virtually every other episode of Star Trek, some hapless security officer or researcher got killed off. Whenever a dangerous situation arises, it is easy (but often necessary) to send NPCs to a likely death. Kirk often found himself in this situation, and took each loss as a personal one.

In order to humanise these situations, set aside some time to roll up 20-25 NPCs with individual statistics and names. Six or seven security officers, a replacement for each bridge position, science and medical specialists, and the like. Whenever your players want NPCs on a landing party, make them pick from this list.

During starship combat, keep track of the casualties. At the end of combat, if there are 5% casualties for example, roll D100 for each NPC. On a roll of five or less, that NPC is a casualty. This leads on to filling out casualty reports, consoling grieving relatives, and other interesting situations. Rembember the newlyweds from *Balance of Terror?* If your group has thrived on action and violence up until now, you may be surprised to see how interesting more personal forms of drama can be.

MIND MELDS 'R US

The Vulcan mind meld is terribly useful for getting out of tough situations. However, there are no provisions in the rules for negative effects should a meld go wrong. Thus, there is a powerful temptation for Vulcan characters to misuse or overuse the mind meld. Spock always seemed a bit hesitant to use this technique, so there must have been a good reason for not throwing it around.

Each time a player uses the mind meld unnecessarily, roll D100 versus his intelligence. For each subsequent use, subtract 10 from his INT score (for the purposes of this roll only). If the roll is greater than his INT, roll 1 D10 on the table below:

Mind Meld Side Effects Table

1-3	Character gets painful headache which disrupts concentration. Subtract 10 from all INT rolls for the next 2D10 hours. Vulcan pain control techniques are ineffective.
4 & 5	Character receives sharp mental jolt, and is unable to use psionics for 1D10 days.
6	The Reticular Activating System (RAS) of the character's brain becomes temporarily scrambled. Character is effectively blind and/or deaf (GM's option) for 2D10 minutes, until the RAS straightens itself out.
7	Character goes into shock and passes out for 3D10 minutes. Only psionic (and not medical) intervention can revive character.
8	Portions of the personality of NPC is temporarily overlaid onto that of the player character — the strongest emotional traits of the NPC. This could be real trouble if the NPC was a Klingon! This lasts 2D10 days, unless treated by another telepath with a score of 40 or higher in Psychology (Vulcan).
9	The psionic floodgates open! Character receives thoughts from all characters and NPCs within 50 feet. Character must either be sedated, totally isolated, or put himself into a trance for 3D10 hours.
10	Character loses 10 points of PSI and INT until he receives 3D10 days of uninterrupted psionic and psycho-therapy and rest. Any attempt to use psionics again until after this therapy has been finished will result in another such loss.

I would also go so far as to suggest that the above table be used for *every* meld attempt on the part of a player character who has consistently acted un-Vulcan. This may seem unduly harsh to some, but it may prove necessary for the sake of game balance.

Remember, don't use these tactics unless the game has gotten to the point where it no longer resembles *Star Trek*. As often as not, the players will feel that something has 'gone wrong', perhaps without actually knowing *what*. Live long and prosper!

ENTERTAINERS

Travelling entertainers were a large part of Japan's culture; they travelled extensively spreading culture as they went. Although not usually central to heroic Japanese literature, they do offer an interesting alternative profession for **Bushido** Gamemasters and players alike.

Bonus Skills

All of the following are Bonus Skills for Entertainers:

Bugei:

Jojutsu	Jujutsu
Kamajutsu	Karumijutsu
Shinobi-jutsu	Shurikenjutsu
Sumai	Tantojutsu

Fine Arts:

Acting	Japanese Classics
Court Dance	Popular Dance
Composition	All Instrument Skills
Painting	Poetry
Rhetoric	

Ki Powers

Ki powers available to the Entertainers are as follows:

Please Audience: A Focussed Power. The Entertainer can increase the On and amount of coinage gained for a performance by his effect number. The current Ki score is reduced by the Effect Number used.

Misdirect: A Focussed Power. The Entertainer can impose distractions on anybody. This can be used in combat or when attempting to perform a hidden action. In the case of an attempting hidden action the effect number is subtracted from the WIT ST of the victim. The distractions imposed are equal to half the Effect Number of the Focussing roll if used against Player Characters, or the full number Effect Number against Non-Player Characters. In combat the target saves against Distractions in the usual manner. The current Ki is reduced by the Effect Number used.

Memory: The Entertainer's Ki is used as a BCS to remember a very impressive line of poetry, apt quotation, stunning riposte, etc. The GM should ensure that use of this power does contribute to the game in a real fashion and the furtherance of the character's ends. For example, a suitable quotation may be enough to sway the Daimyo from an execution ordered in a moment of anger.

Performances

Performances can be of two kinds: improvised, impromptu exhibitions, usually given by the roadside; or planned, rehearsed dramas performed in a theatre or home.

Roadside performances: These gain On and copper pieces equal to the effect number of the appropriate art.

Theatre performances: These are performances of pieces that have to first be learnt. The Gamemaster must assign a Task Point value to specific works. These Task Points can be accumulated daily by the entertainer, with the appropriate skill or averaging of skills. For example, a piece of Noh Drama might have 100 Task Points to be accumulated using Acting and Court Dance averaged. The Biwa part of the same drama will probably have 50 Task Points to be accumulated with the Biwa. Individual dramas, and various parts in them, must be learned separately.

These performances once learned can be performed at any time. They will earn the entertainer(s) money and On as follows:

((Total Task Points required/100) + Total Effect Numbers of Performers) × Level of Leader of Troupe in copper pieces.

They do, however cost money to stage. This equals the Total of Performers' Levels in Copper pieces.

The Gamemaster may also wish to impose an arbitrary amount for the hiring of the theatre, between 1 and 5 Silver pieces is normal.

Sleight of Hand: Entertainers can palm small objects, etc. with a Deftness Saving Throw. The effect number, positive or negative, is subtracted from the viewer's WIT ST. The viewers only get a ST if they are watching the entertainer closely to try and see how it is being done.

Budo For Entertainers

Budo is earned from combat as usual, as well as from performances.

Roadside performances earn Budo equal to .1 x the Level of the Entertainer.

Theatre performances earn Budo equal to .5 x the Level of the Entertainer.

Sleight of Hand earns Budo equal to the Level of the Entertainer if used to advance him significantly in the campaign, otherwise it earns him .1 x his Level in Budo.

Professional Summary Table (Addition)

Entertainer

Initial Skills

Acting;

Choice of two from: Court Dance, Popular Dance, Japanese Classics, Composition, Biwa, Fue, Hichiriki, Kot, Samisen, San-Ko, Painting, Poetry and Rhetoric;

Choice of one Practical Art;

Choice of two Bugei.

Initial Goods:

A weapon for each Bugei

Notes:

Buke choosing this Profession lose half their Initial On.

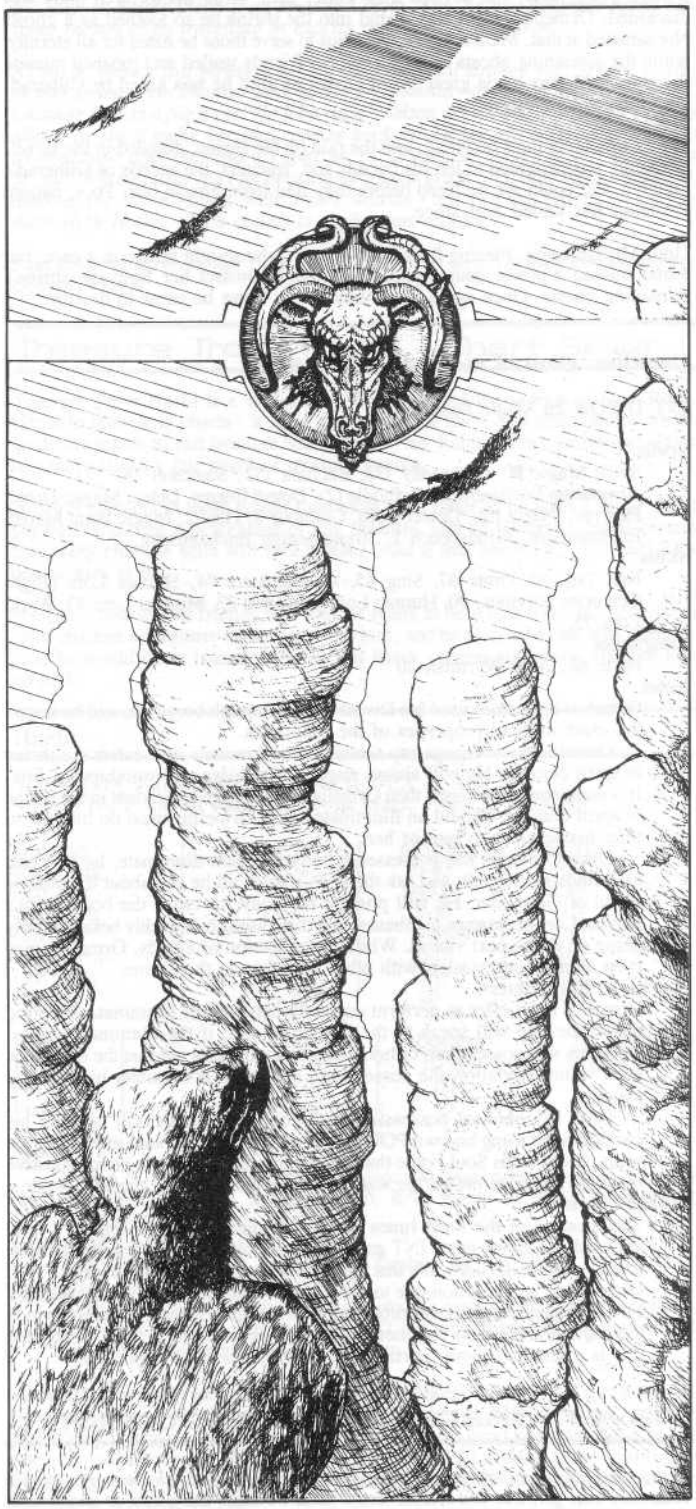
Attribute Modifiers

STR	+5
DFT	+10
SPD	+10
HLH	+0
WT	+10
WL	+0

Hit Point Die

1D6

A TALE TO TELL



A Gloranthan RuneQuest III

Adventure

By Jon Quaife

General Introduction

A Tale to Tell is an adventure for at least six characters, with the party containing a minimum of one Rune Level, Adept, or Shaman. The characters could become involved because members of their cults have shamed themselves trying to kill the figure central to the plot (Muriah), or because it is an excellent opportunity to kill chaos, make a name for yourself and get some cash, all rolled into one.

Although this adventure is written for *RuneQuest III*, any GM worth his salt should be able to convert it for the old edition without much difficulty - *Gods of Glorantha* contains spell and skill descriptions for much of what is used in this adventure. Provided that you note the new requirements for Priesthood and Shamanhood, *A Tale to Tell* could easily be adapted for RuneQuest II.

A Note on Prax

Prax is a land of barren, featureless plains. In spring it is mild; in summer unbearably hot; in autumn humid and stormy; in winter, cold. This erratic weather is partly due to the fact that the god Genert, who once ruled the continent of which Prax is part (Genertela), was killed in the Gods War.

The Great Wastes, to the east of Prax, are desolate. The only inhabitants are said to be chaos monsters - although nomads are reputed to live here too, and some believe rumours of a 'hidden oasis'. The River of Cradles, which flows down a rift valley, divides Prax from the Wastes. The land here is fertile, and was once a source of fierce nomad quarrels.

The main inhabitants of Prax and, perhaps, the Wastes, are the nomads. These are divided into major tribes, each one named for the riding animal the tribe members use. The five main tribes are the bison, the high llama, the sable, the impala, and the morocanth. The morocanth are not a human tribe (unlike the other four) but instead they herd humans. There are other minor tribes, not all of whom have a distinctive riding animal, or indeed, a riding animal at all.

Currently, the Cradle Valley is dominated by civilized farmers. To the north is the city of Pavis, a colony of the Kingdom of Sartar (located to the west of Prax). Many of the farmers in the valley originate from Pavis, Sartar, or the Lunar Empire, which now controls both Sartar and Prax. A fair proportion of the east side of the Cradle Valley is farmed by Sun/Sky cultists of the militaristic Sun Dome Temple. The southern end of the Cradle Valley is farmed by settlers from The Lunar Empire, under a new lord, Duke Raus. At the southern end of the river lies the slowly decaying port of Corflu.

About Duke Raus

Duke Raus is a Lunar Landholder at the southern end of the Cradle Valley. Popular rumour in Pavis says that Raus' new lands are really a convenient form of exile. The Raus holdings range from the tip of the North Bog, to the southern tip of the South Bog, and from Weis Cut to the western edge of Eyes Rise Flats. The area in this zone which is farmed is on the east bank, running from the north edge of the South Bog, to the southern bank of the Vilnar River in Weis Cut, and north up to the cliffs. A track runs from Lokazzi to Fort Rone, and from there to Chomoro.

A stockade can be found about every ten kilometres along the track, where it passes through Raus' lands. This trackway was established two years after Duke Raus initially settled the area (officially 1612) - after the adventures in *Borderlands* have occurred. The map (reproduced with kind permission from Chaosium Inc) portrays the Raus Domain before the construction of the forts along the track. Raus Fort is more commonly known as Fort Rone.

If you have used the Chaosium *Borderlands* campaign pack previously in your game, then use the Stone Tower as the tower mentioned in this adventure, and if Muriah is not already dead, then she will be the warleader central to this adventure. Also, Duke Raus will double the rewards for past mercenaries who left with his blessing. One of the best ways to use this adventure is to integrate it into the *Borderlands* campaign, and run it after *Muriah's Revenge*. The clue located in the Stone Tower can be slipped into the *Jezra's Rescue*adventure.

If you have yet to run *Borderlands* in your game, or do not possess this scenario pack, the tower concerned lies on the easternmost borders of Sun County. In this case, the broo warleader will not be Muriah, but another mistress of disease.

A Note About Pavis

New Pavis is a Sartarite colony, built next to a huge ruin which was once Old Pavis. The ruins are now known collectively as the Big Rubble, since the city god Pavis now inhabits the new temple in New Pavis, and his spirit has left his old city. The Big Rubble is inhabited mainly by trolls and humans, but with a generous spread of other races too. It is a paradise for adventurers, full of enemies, treasures, and ruins.

New Pavis has a population which varies according to the time of year. On average, about 6000 live in the city itself, nearly half of whom are ultimately ruled by Sor El, Governer by title. Sor El has proved an expert at dealing with the unpredictable nomads, and is subordinate to Fazzur Wideread, Governer General of Dragon Pass.

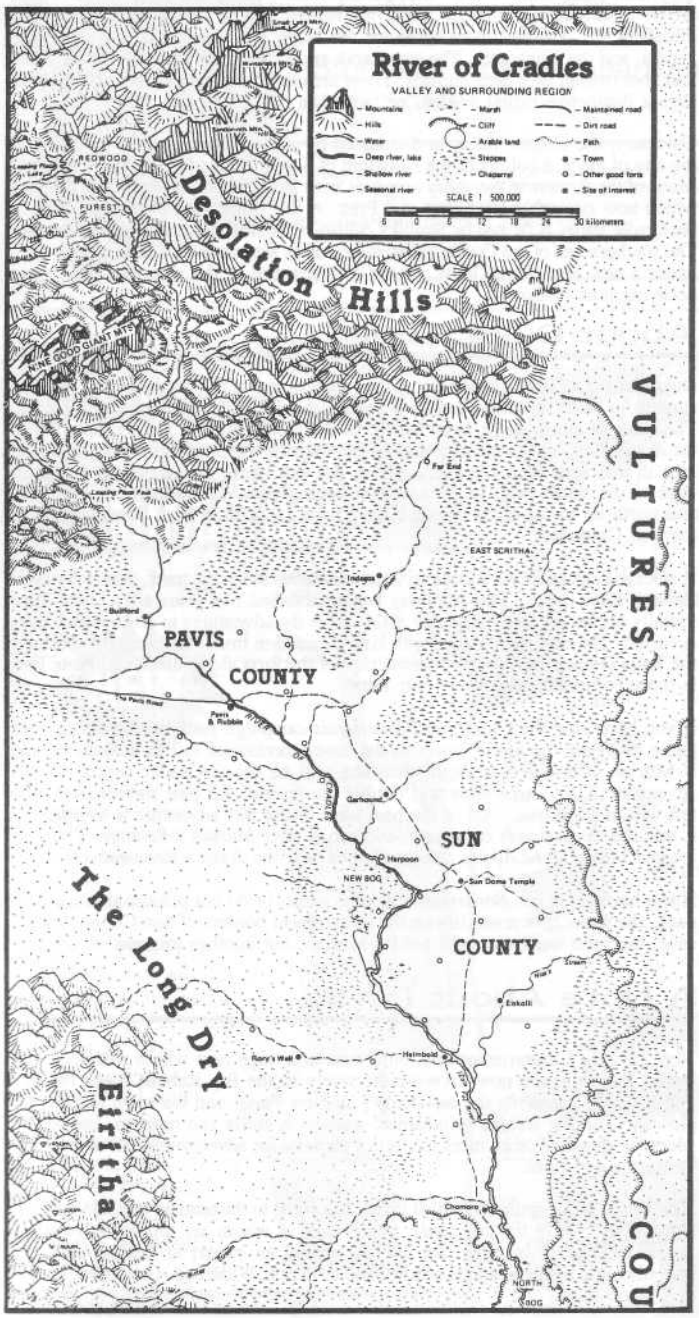
The Plot

Duke Raus has offered a large reward for the death of a particular broo individual who has been giving his warriors plenty of trouble recently. It seems that this broo is proving that it has an uncanny ability of avoiding death, and has killed some of the best bounty hunters who set out after it.

Urelated (or so it seems) to all this, the player characters gain an obscure scroll written in a strange, archaic form of Pavic. The scroll - which will be found in the possession of the shaman Qad if this adventure is integrated into the *Borderlands* sequence - describes a peculiar journey, involving the assassination of an evil Pavic political magnate named Gilherad. A number of previous attempts on his life had failed where they should not, and the tale told is of a visit to Gilherad's tower/observatory. A carving in the tower led the scroll's writer into the Genert Wastes, where he and his companions found a shrine to the chaos god Tien (the god of Severed Heads). In the shrine was the source of Gilherad's magical powers - which was simply destroyed by doing away with the focal runes of his enchantments. Their location was, however, somewhat unusual (or even nonsensical). This was due to Ormelius Dragonchide, whose tale is told below.

The scroll about eight centuries old - from the very peak period of Pavis, when Pavis himself still strode upon Glorantha. It has been treated in some manner to prevent it ageing too much. The scroll is significant because the powers displayed by Gilherad are very similar to those of the broo leader, particularly in the light of the late scribe Senna's inspiration from Lhankor Mhy.

The basic thrust of the adventure is to destroy the broo leader's enchantments (whether this is Muriah or another), and then destroy it (or her).



The Tale of Ornelius Dragonchide

Ormelius lived during the 'golden age' of Pavis, a budding sage of Lhankor Mhy, a fervent chaos-hater and an ambitious man with a craving to 'get on in life'.

It was Ormelius who first realized that the evil - and much hated - Cult of Tien was active in the more civilized regions of Prax. Thinking to advance his own prestige, he gathered a party of warriors, and headed for the known shrine. Gilherad was only a minor initiate at the time, but his treachery was enough to secure the capture of Ormelius and his companions. Ormelius fell into the hands of the evilest Tien Priest of the century: Mefinx The Cruel.

Mefinx realized that Ormelius' magical potential was too great to be wasted as a mere living head, and devised a far better plan. After his tortured body was discarded, Ormelius' spirit was bound into the shrine he so loathed as a ghost. Not satisfied at that, Mefinx forced Ormelius to serve those he hated for all eternity, while the screaming ghosts of his tormented friends wailed and moaned outside the shrine. Mefinx made great use of Ormelius until he was killed by Gilherad, who then did so himself.

Then came Gilherad's downfall, and the raid on the shrine, detailed in the scroll. Ormelius was delighted to tell his friends and 'rescuers' the secrets of Gilherad's undoing, but could not be freed before they fled from him in fear. Poor, patient Ormelius has waited ever since.

Until Muriah came. Fleeing from broo-hunters, she sought refuge in a cave, but found instead a power source and a talisman to protect her from the shrine's remaining ghosts. Once again, Ormelius serves those he came to destroy.

Ormelius, ghost of ex-Lhankor Mhy sage

INT **17** POW **26** Magic Points **16**

Spells:
Spirit Magic 80, Ceremony 138, Enchant 152, Summon 28
Armouring Enchantment, Befuddle (2), Detect Enemy, Detect Magic, Detect Papyrus, Detect Ink, Detect Gold, Glamour 2, Heal 2, Magic Point Matrix Enchantment, Mindspeech 1, Strengthening Enchantment.

Skills
Fast Talk 50, Orate 67, Sing 85, Animal Lore 74, Human Lore (Eight Centuries Previous) 90, Human Lore (Modern) 23, Mineral Lore 43, World Lore 75,

Languages
Pavic 62, Auld Wyrmish 20

Notes
Ormelius long since used his Divine Magic through boredom, and he knows the exact magical properties of the Tien altar.

Ormelius must engage any sentient non-illuminate who enters the shrine in spirit combat. He will always engage knowledge god worshippers first. If no sentients are present, then Ormelius may engage any rodent in the shrine in spirit combat. Should an illuminate enter, Ormelius must do his best to offer his services to him or her.

Once Ormelius has possessed a body of a non-illuminate, he will cast his Mindspeech spell, and ask the body's spirit all he can about the outside world of Glorantha. He will possess the body for twice the body spirit's Human Lore percentage in minutes, and then dispatch it quickly before eagerly going on to the next victim. While in possession of a body, Ormelius may even hold a conversation with other creatures in the shrine.

Service to Illuminates
Ormelius must offer to perform enchantments for any illuminates entering the shrine. He will speak to the illuminate and, if the illuminate agrees, Ormelius will possess him or her. The ghost will point out that the illuminate must voluntarily allow the possession - they must not counter his spiritual assault.

Once in dominant possession of the body, Ormelius will perform his enchantments using his own POW. Because Ormelius is bound into the shrine walls, and it is his Soul Force that powers the enchantments, he has to carve the focal runes on the shrine walls. He uses the diamond chisel to do this.

Author's Note
The location of the focal runes bends the rules to a large degree. I have assumed that ghosts retain INT and POW based skills and broken an unofficial (but Chaosium devised) rule that spirits may never be forced to expend POW. Ormelius is an exception due to his horrific conditioning given by Mefinx. Finally, I switched the focal runes using Ormelius. This is a matter on which the RQ rules offer no comment, since the situation is so rare. I feel that this is a justified move, particularly as it makes for a good plot.

Player Character Introduction

Yeah, I heard about that one all right. Well, I s'pose bounty hunters got to take what they can get, but you wanna know what I think? You ought to study on it some, is what I think. Sure, Duke Raus has doubled the reward for this Muriah gal: heads up them broos that is givin' him so much pain. Now, why do you s'pose he done that? Because no one'll take it on at the old price, that's why.

First I heard of tried it, was some Windlord, Medridge Merrywhistle, a' four o' his Orlanthi pals. I guess that iron sword o' his makes a pretty good trophy, and

likely his scalp dried out nice, sets off Muriah's place a treat. Still they say it's an ill wind... Some was sure glad to see the back o' that one.

Then there was that Storm Khan, Bazarin. Now, he took twenty bison braves, and come back with two! How about that! 'Course, it figures with them dumb nomads - prob'ly wouldn't know how to use money anyhow! You heard what he's sayin'?

'Rock little witch, pretty damn near. Mighty Chaos-killing blow only raise little blood.'

They sure can be dumb, those nomads.

So, well, any guy with a smidgin' o' sense is gonna keep offit. They say even Wolfhead won't take it on, not for no amnesty. And that Trappa guy, tracked wily ol' Sulphur Breath clean from Pavis to Corflu, why, he jus' naturally found him some reason to go travelling in exactly the opposite direction.

A'course, there's still plenty goin' on. Like that real strange guy, Senna, claims he had dreams from Lhankor Mhy, gotta free Ormelius - the key to Muriah's undoin'. Lhankor Mhy in a pig's eye! He'll be ridin' a bison next! Then that Sword Pristess allows as she'll make her play, comes back all sneaky an' quiet. And what do we hear now, after the reward's gone up, ol' Dalamides gonna go after that smart lil' gal. Which I hear may be because he's been gettin' in a mite deep jus' lately, down to the Silk'n'Plume. Well, I sure wouldn't test Ernalda riskin' my guts in them High Holes, which collect is unpleasant country.

I ain't lost me no broo, nor I ain't goin' lookin' for any. Not even for seventy-five Golden Wheels.

Treasure Trove Hurbi - Chart Seller

Treasure Trove Hurbi is a well known figure around the taverns of New Pavis. His sole interest is charts - a local expression for maps and descriptions which guide the reader to vast treasure hoards in The Big Rubble, Prax, or beyond. Pavis has more than its fair share of treasure hoards.

Hurbi is considered more honest than most chart dealers; he takes a small initial payment and then a percentage of any rewards, loot or whatever. He is certain that every chart he sells will be a winner. And if that one wasn't, too bad! This one is sure to be...

Hurbi, of course, has friends who may be ready to help him when the occasional grief-stricken adventurer catches up with him, and he always has his wits. Despite this, he would never intentionally do any harm - unless somebody else put him up to it.

Hurbi

STR **9** CON **9** SIZ **10** INT **14** POW **11** DEX **11** APP **10**
Move **3** Hit Points **10** Fatigue **18-2=16** Magic Points **11** DEX SR **3**

Location	Melee	Missile	AP/HP
Right Leg	01-04	01-03	0/4
Left Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	1/4
Chest	12	11-15	1/5
Right Arm	13-15	16-17	0/3
Left Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack	Damage	Parry	AP
Knife	8	30	1D3+1	15	4
(thrown)	3	24	1D4	-	-
Fist	8	41	1D3	30	(3)

Skills
Dodge 23, Fast Talk 50, Orate 35, Bargain 40, Mapmaking/Craft 78, Evaluate 25,Human Lore 40, R/W Pavic 40, R/W Lunar 05, R/W Sartarite 20, Hide 30, Sneak 19

Languages
Pavic 34, Praxian 28, Sartarite 20, Tarshite 20

Equipment
Hurbi wears leather clothing on his torso. He carries a knife, and two charts. One chart is worth 72p, and he hasn't got around to studying the second yet, but will do just as soon as he can...

As it happens Hurbi has a scroll on him when meets the PCs. It's a really good one, and so very old. When you've been in charts as long as he has, you can just 'smell' a winner - and this has just got to be a good one! And look at the age of it - value in every wrinkle. Hurbi was offered 20 pennies at the Knowledge Temple, but who wants to see it just stuffed on a shelf for years to come? No sir, this is a sure good'un...

Hurbi will take 30 pennies now, and the rest of his share when the PCs get back. He has no idea what the scroll says - but you should have seen Senna's face when he read it! Why, Hurbi had to virtually grapple it out of his hands again! Anyway, translations don't cost much, and this one's probably worth more than 30 pennies for its antique value alone...

If you get the impression that your PCs just buy the scroll because it is a scenario lead, make sure that Hurbi sells them a duff one some other time.

Gloranthan Currency

Gloranthan currency comes in three metals: gold, silver and copper. In this part of the world, gold coins are called 'Gold Pieces' or 'Wheels' (named after an ancient race called the Sun Wheel Dancers). Silver coins are 'pennies', 'Lunars' 'Guilders', 'Silvers' or 'Stars'. Copper coins are simply 'coppers' or 'clacks'. There is also a lead coin used by trolls called the 'bolg'. Nobody else uses or values it.

1 Wheel = 20 pennies
1 penny/Lunar = 10 clacks
1 clack = 10 bolgs (for trollkind)

The Scroll

Translation of the scroll will take two days standard time. It reads as follows:

We had marvelled at Gilherad's apparent inability to die. His vile, back-stabbing 'politics', and his deviation from the Truth of Lhankor Mhy had earned him his death warrant. Poor Maskul's spells had backfired and killed him, and Gilherad barely seemed to notice the Black Fang poisons which he ate and drank so many times (and at such expense!). We put all this down to common sorcery; so what was this strange weakness our all-knowing lord spoke of? It seemed that Gilherad had none, for when we stooped to hire an assassin, the poor frightened devil watched as Gilherad awoke, pulled the knife from his throat, and called for help. It was foolish not to consider enchantments.

We eventually decided to give Gilherad's 'observatory' a visit, while Regus arranged for him to be tied down in the city. The Tower was placed at a location on the edge of The Great Wastes. Curse Gilherad! The choas rune on his ceiling said it all, the carving would show us the way to Gilherad's weakness.

We climbed up the cliffs, past the crags where the great birds fly, and into the Wastes. We headed eastwards, we found the valley. Dringon was correct - there was a cave. We entered it, but we never expected that even Gilherad would dabble in chaos this foul, curse that false acolyte! Beset by ghosts we continued on, and I uttered my ancient poem, and released many souls:

'In the name of Full Knowledge, I rip this tool from Tien,
To confound his presence, In the scheme of being,
And to hasten the end of chaos.
Go spirit, to the fate of your will!'

Alas, some were inaccessible, and we lost six of our number to the insane, tortured souls. We found the shrine, and poor Ormelius, but he drove us off, and I could not return. Now, however, we return to our city. What Pavis will say I know not, but Gilherad is probably cowering down a hole somewhere!

Lhankor Mhy Research Costs

Lhankor Mhy is the Lightbringer god of Knowledge. His temples are often also libraries, where worshippers can be paid to provide the skills of scholarship. Their services, however, cost money.

Any research is evaluated in terms of how long that particular piece of work will take to complete in days. This time allowance is then modified by the aptitude of the researcher. Anybody not researching in a familiar temple will always rank as a novice initiate, since every High Priest has a different method of storing information.

Research Cost Table

Local Cult Rank	Cost For One Day of Research	Time Multiplier
High Priest	250p	.25
Priest	48p	.75
Acolyte, or Advanced Initiate	16p	1
Novice Initiate	5p	1D3+1

Note that a novice initiate should roll for a separate time modifier each time he or she conducts any research. Higher cult ranks will always produce better and more reliable information. Remember that this table does not cater for cheats and con-men!

The Initial Stages of the Adventure

The Clues

The PCs will have to assemble clues from the common talk around Pavis and from the translation of the scroll. When put together, these clues should reveal the following:

1. There is a strange similarity between those powers displayed by Muriah and Gilherad. Furthermore, the author of the scroll indicates that enchantments were the source of Gilherad's powers.

2. Gilherad had a strange weakness which was connected in some way to the scroll-maker's objective. It seems that the writer and his companions unearthed Gilherad's weakness, and destroyed his powers in some manner - perhaps the PCs could destroy Muriah's powers in the same way?

3. The individual named Ormelius briefly described in the scroll could be the same person that Senna the scribe has been babbling about recently.

4. The scroll's writer travelled to Gilherad's observatory where he found an indication (the carving) of the location/source of Gilherad's weakness. If the PCs can find the same clue, perhaps it will guide them to the source of Muriah's weakness.

For the most part, these assumptions are be correct, but the actions taken by the PCs against this strange 'weakness' that Muriah may possess, might not weaken her quite as badly as they might hope.

The 'clue' described in the scroll is the carving located in what was Gilherad's tower, either in Raus' territory, or in Sun County. When the characters locate this carving, they would be wise to use the scroll to help them decipher it, as they have little chance of correct interpretation otherwise. Whatever else they may do, the PCs will probably have little success unless they travel to Gilherad's tower.

Travel in Prax

Through civilised regions of Prax (Pavis, Sun Conty, or the Raus holdings) use the standard encounter tables provided in *RuneQuest*. However, for wilder areas an encounter table for Prax is included. Encounters are always best if they are rolled for previous to running a scenario. Always provide encounters with motives, surroundings, and possibly statistics. Why are they here? What are they doing when the characters find them? Where are they? Where are they going?

Encounter Table for Prax and the Wastes

01-06	Alticameli (High Llama), wild
07-08	Baboons, wild
09-11	Baboons, intelligent
12-18	Bison, wild
19-23	Broo
24-25	Dogs (jackals)
26-27	Dragonsnails
28-29	Gorp
30-31	Harpies
32-35	Hawks
36-37	Horses, wild*
38-62	Humans, Nomadic
63-65	Humans, Primitive
66-76	Impala, wild
77-82	Morocanth
83-90	Sable Antelope, wild
91-92	Scorpion Men
93-97	Wolves (or hyenas)
98-00	Other (GM's choice)

* Horses will only be encountered west of Pavis, or in the far north of the Wastes, otherwise substitute zebras.

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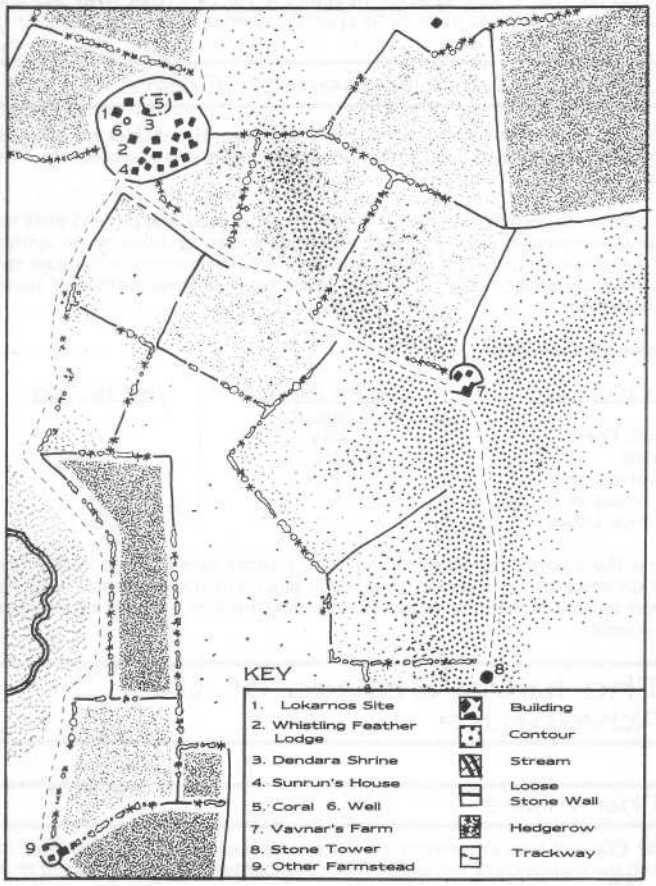
ARROWSANDS VILLAGE (POP. C200)



The Tower

If you are to use the Stone Tower in or after *Borderlands*, the PCs will find the carved clue on the ceiling of Room 9 The Stone Burial Cavern.

If you are not using *Borderlands* the tower is located on the border of Sun County. The tower is near a small village named Arrowsands, and is owned by a farmer named Vavnar Daybreak. If the PCs locate him, he will gladly give his permission for them to search the place, and will even supply them with brooms to clear up some of the mess. Who said adventuring was all blood and glory? He will send a farmhand with the key to the tower, who will watch and lock up after them. However, if there are any nomads in the party, he will flatly refuse permission to enter the tower, and he will warn PCs to leave before he has to call the militia.

If the PCs break into the tower, and Vavnar finds out, he will send somebody to fetch Sunrun 'and his lads', and approach the characters himself, while shouting a lot. If the characters attack Vavnar, he will yell for help, and 1D3+1 local farmhands will rush to his aid in 3D10 rounds, with appropriate fatigue losses.

The militaristic, efficient and legalistic way of life traditional to Sun County should be stressed. Unlike most areas, Sun County maintains a militia force which garrisons settlements all year round. No residents will want a fight, and prefer to see trouble dealt with by higher authorities. However, if the characters threaten anybody, the local militia will be quick to respond. Use the statistics for the Grenbrass inhabitants in the *RuneQuest Gamemaster Book* for the citizens of Arrowsands (all the individuals below will worship Dendara, Earth goddess of the Yelm pantheon) as follows:

Vavnar Daybreak - use *Gregor Gougepoor*, but he carries a knife (*SR 8, Attack 40, Damage 1D3+1, Parry 19, AP 4*) rather than any other weapon. As a result he gains 4 Fatigue, and +4% to all skills influenced by ENC.

Sunrun Longshot - use *Henere Hannibal*. Sunrun commands the local militia.

Typical Militia - use *Typical Militia*. All ride branded riding horses.

Local worker or farmhand - use *Typical Auxiliary*.

The Sun County tower is currently used as a warning beacon against nomad raids, and as a grain store. It is built of stone, with three storeys connected by a central stairway. There are two smallish windows on each floor through which a lightly dressed person of SIZ 10 or less could squeeze. There is a single 1.5m wide by 2m high door, securely barred from the inside. The bar which holds the door has STR 35, and the door has 12 armour points.

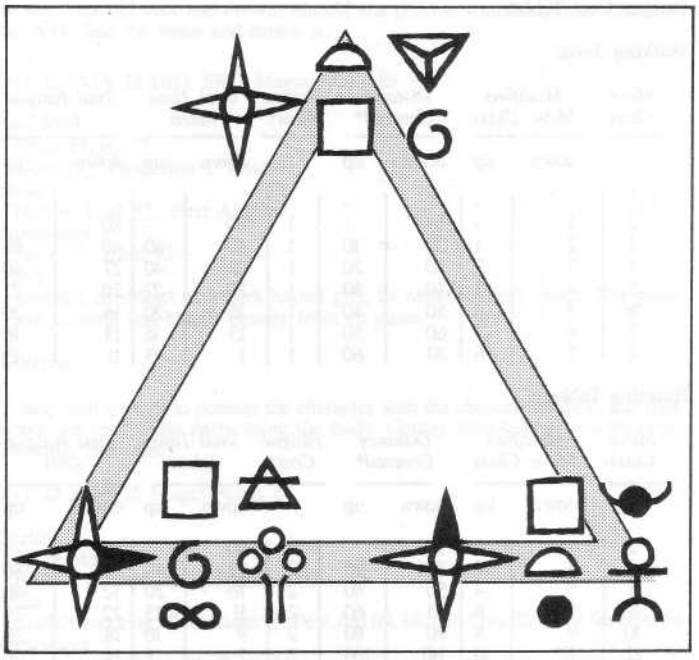
The ground floor level is used to store sacks of grain. The first floor is a general storage level, with piles of empty sacks, unwanted furniture, useless wagon wheels, great-aunt Samantha's loom (that she claims she still wants but never uses), and any additional junk you want to add.

The second floor is full of firewood, soot, and ash, while the roof holds only the remains of the occasional signal fire. The carving that the PCs are looking for is hidden beneath all this ash, soot and other rubbish, worked into the stone of one of the walls.

The Carving

The 'map' described in the scroll from Hurbi actually consists of a series of symbols and Rune relating to the location of the Tien shrine where Gilherad carried out his disgusting rites of worship.

The carvings are in three groups. In turn, each group of carvings is divided into three subgroups: a compass direction, a Runes relating to the terrain conditions and Runes defining the objective of anyone using the directions before they follow the instructions in the next group of symbols.



The First Group of Carvings

The compass direction on this first group will vary according to where the tower is located. If using the *Borderlands* tower the symbol will point north, while the Sun County tower symbol will point southwards. The Runes outlining terrain are hardly enlightening, just Earth and Stone. The objective is described by the Runes of Beast and Air. Earth and Stone simply represent the difficult, rocky terain around Eyes Rise Flat and Condor Crags. The Runes of Beast and Air are a common way to describe birds.

This first group of carvings therefore direct the reader to Condor Crags, a series of huge natural rock 'pillars' populated by a small number of Giant Condors. The Crags are rumoured to have stood since Godtime, and are said to be unclimbable.

The Second Group of Carvings

The compass direction is now east. The terrain is shown by the Runes of Earth, Air, and Infinity, and the objective is defined by the Runes of Plant and Dragonewt. The Runes of Earth, Air and Infinity represent the Wastes. Air and Earth try to indicate sand, and Infinity represents the vastness of the Wastes. The Plant Rune is fairly obvious, but the Dragonewt Rune is completely obscure, as Dragonewts were not seen in Prax until seven centuries after the Golden Age of Pavis when this carving was made.

The PCs may assume something completely different from what this carving is intended to convey because it is impossible to decipher its meaning until the reader actually visits the 'Northward Valley'.

The Third Group of Carvings

The compass direction is now north. Earth, Stone and Darkness describe the terrain, and the Runes of Chaos and Man describe the objective. This carving can be interpreted as a direction to travel along 'Northward Valley'. Earth, Stone and Darkness represent caverns, while the nature of what awaits within the caverns - Chaos and Man - is best left to the imaginations of the PCs.

These clues may seem very obscure, and the PCs should be encouraged to use the scroll that they have as an aid to their task. Before the PCs continue into the next stage of the adventure they may want to indulge in a bit of heavy thinking. A journey into Vultures Country is no trifle, and destroying Muriah's power is one thing - but killing her (and proving it) is something altogether different...

The Journey into the Wastes

The basic details for this part of the adventure are given below, but you should feel free to elaborate on them. Of course, the PCs may lose their way, run out of water - and then find themselves giving away all their metal (maybe even iron) to sable riders in return for water. Perhaps they spot (or even speak to or trade with) Dalamides' party on their way to High Holes, only to encounter them on less favourable terms later in the adventure...

Water is one thing which Vultures Country lacks. 1 litre of water has ENC 1, and a waterskin costs 5 clacks per litre capacity if you buy one in Pavis, or double that price elsewhere. For each day without water, a creature will lose 1D3+1 hit points, in addition to having its basic fatigue points reduced by 90%.

Human Water Requirements

*Quantity/Day (Litres)**	*Receiver's Condition*	*Effects on Receiver*
5	Standard Requirement	No Adverse Effects
2	Limit of Comfort	Fatigue x .5
.5	Subsistence Level†	Fatigue x .1

Horse Water Requirements

Quantity/Day (Litres)	*Receiver's Condition*	*Effects on Receiver*
24	Standard Requirement	No Adverse Effects
10	Limit of Comfort	Fatigue x .5
2	Subsistence Level†	Fatigue x .1

* This value may vary due to environmental conditions.

† Theoretically a human or horse could survive for a substantial period of time on this amount of water each day. However, often this small amount of water is not available each day for a substantial period of time, and when it is, it takes a great deal of will power to restrict oneself to this small amount on a regular basis.

Condor Crags

The Crags are a collection of sandstone columns, the largest of which (Jebba's Spire) is over 300m high. This area is thought to be the only colony of Giant Condors in central Genertela. Giant Condors are huge birds, easily the size of horses, but mere specks in the sky from the PCs' viewpoint.

The rugged and high terrain around the Crags make this area a good spot for scouts. There will usually be members of a tribe or a local broo gang on look-out duty here. These will flee before the approaching PCs reach the Crags.

Condor Crag is simply a reference point for the start of the journey eastwarsd, further into Vultures Country.

Vultures Country

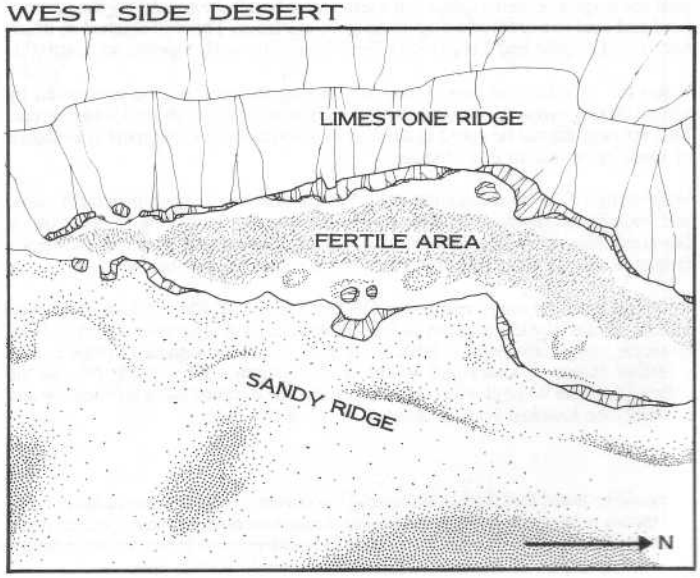
Vultures Country is an unpleasant place, where the weather is always the extreme of the season. Travel anywhere in the Wastes is extremely dangerous. The nomads are fierce and fearless, and will almost certainly atack well equipped but weak-seeming parties of adventurers, as metal items are rare and coveted. An ambush in which the nomads can make good use of their mounts is always a preferred attack mode.

When checking for encounters, ignore any wild herd animal results, since this part of the Wastes is too desolate for these. Also, there is only a 20% chance of an encounter per six hours of daylight.

If the PCs ride south form the Crags to the nearest ridable slope they can head eastwards into the Wastes. Provided that they keep a steady eastward course from here, they should run into 'Northward Valley'.

Northward Valley

WEST SIDE DESERT



'Northward Valley' is a place with no name, except among the various inhabitants of the Wastes. The title is simply a convenient one for the purposes of this adventure. The valley is quite evident from a distance. The brown/green of the valley's plant life stands out from the bleak sand and rocks of its surroundings, while hawks circle the sky above.

The terrain to the west of valley consists mainly of sand and sandstone. While approaching the valley each character is entitled to a Scan roll. Success indicates that the relevant PC has spotted a huge fossil. The exposed part is about 20m long, and consists of a skull and a very long neck.

Any character who has seen a dragonewt Demi-bird will recognise this fossil as a skeleton of one, (although a *very* large one) provided that he or she makes a successful Animal Lore roll. Any other character making such a roll could identify the remains as belonging to a giant long-necked bird or lizard. This is the meaning of the Dragonewt Rune in the carving.

Close observation will reveal that the skeleton is actually made of stone. Perhaps it is a remnant from the army of the god Genert, which perished fighting Chaos, rather than being transformed... Perhaps it was the mount of a mighty Dragonewt...

Northward Valley is inhabited all year round by lizards, who live in cool caves along the rocky west side. The lizards include a wide variety of species, the largest of which are Rock Lizards, as described in RQIII. Hawks and pigeons nest along the west side of the valley and there are snakes and scorpions in abundance, along with many smaller insects.

In the darker depths where the air is moist the caverns are home to bats who flitter about in the valley during the warmer parts of the year. A type of rodent - much like gerbils, but with large, sensitive eyes - also live in the caverns.

The valley blooms in spring, and wandering herd animals find their way to its sanctuary, which is far less harsh than the surrounding terain. When the times get hard in Fire Season, the valley is home to a wide herd animals. Zebra are common, grazing the coarse grass and drinking from the precious streams which guide the rainwater into the endless caverns beneath them. The herds attract predators as well; lions and hyenas can commonly be found in the valley, and sometimes baboons as well.

Nomads come here to hunt, on their way to or from Prax, but the valley cannot support a clan for a long stay, and so their calls are brief. Occasionally harpies can be encountered in the area, and broo are (relatively) common.

The PCs could spend years looking for the correct cavern depending upon you, the gamemaster. There are literally hundreds of caverns in the limestone slopes to the west, and the ones containing the Tien shrine could be wherever you choose to put them.

Dalamides and his party (see below) will be waiting to make a move, having decided what they think the PCs will do.

The Tien Shrine

Tien is a vile chaos god associated with severed heads. Tien's worshippers can steal the magics of their victims (on a temporary basis), by preserving the victim's head and soul in a cruel and disgusting semi-existence. This cult is hated so much that even Orlanthi and Lunars have been known to work together to destroy it.

When the PCs find the cavern they are looking for they will be confronted by a huge (800m long) stairway, which descends at an angle of about 35-40 degrees. This stairway should be caked in the dust of seven centuries, but there is evidence of some fairly recent disturbances.

Walking down the staircase subtracts 1 from a character's basic movement class, and walking up subtracts 2. Because the the stairway is so long, it also costs a fair sized quantity of fatigue to traverse, although a character may rest and regain fatigue at the standard rate. Fatigue costs are summarized below.

Running down the stairs requires a DEX x 5% roll (DEX x 1% in darkness). Failure results in the character falling 1D10+2m. Any character knocked back down the stairs must make a DEX x 5% roll, or fall the standard distance, plus a further 1D6m. A knockback up the stairs requires a DEX x 2% roll, or the affected creature will fall at his opponents feet. The distance that a character would normally be knocked back is divided by 10 in this case.

It should be noted that the terrain around the cavern mouth consists of loose rocks and thorny bushes, offering plentiful cover. Limestone boulders have tumbled down from the nearby cliff. The presence of these boulders (or at least, or one of them), is an integral part of the broo Gabloz's treacherous assault plan.

Fatigue Cost Tables

Walking Table

Move Class	*Modified Move Class*		*Distance Covered**		*Fatigue Cost†*	*Total Time Taken*		*Total Fatigue Lost*	
	down	up	down	up		down	up	down	up
1	-	-	-	-	-	-	-	-	-
2	1	-	10	-	1	80	-	80	-
3	2	1	20	10	1	40	80	40	80
4	3	2	30	20	1	27	40	27	40
5	4	3	40	30	1	20	27	20	27
6	5	4	50	40	1	16	20	16	20
7	6	5	60	50	1	13	16	13	16
8	7	6	70	60	1	1	13	11	13

Running Table

Move Class	*Modified Move Class*		*Distance Covered**		*Fatigue Cost†*	*Total Time Taken*		*Total Fatigue Lost*	
	down	up	down	up		down	up	down	up
2	1	-	10	-	2	80	-	160	-
4	3	2	30	20	2	27	40	54	80
6	5	4	50	40	2	16	20	32	40
8	7	6	70	60	2	11	13	22	26
10	9	8	90	80	2	9	10	18	20
12	11	10	110	100	2	7	8	14	16
14	13	12	130	120	2	6	7	12	14
16	15	14	150	140	2	5	6	10	12

Key

Move Class
Basic movement class, doubled if the character is running, unmodified by magic.

Modified Move Class
Basic movement class (as above), with subtractions for movement on the stairs.

Distance Covered
Distance travelled on the stairs in the relevant direction over a period of 10 SRs. This does not account for any magical additions. In this case, DEX SR is best ignored.

Fatigue Cost
Fatigue cost for one melee round of movement. This chart does not cater for the use of Haste or Mobility spells. Additional Fatigue costs and distances travelled due to magic are as if the user were on normal terrain, and added to those values taken from the chart. *Total Time Taken* can be calculated by reading down the relevant *Modified Move Class* column for the normal movement total, adding the spell's modifier, and reading across to the *Total Time Taken* column.

Total Fatigue Loss in this case will be equal to (Fatigue Addition From Spell x Time Taken) + normal Total Fatigue Lost, reading from the above table (ie using un-modified Movement Class).

Total Time Taken
Time (in rounds) taken to traverse the stairs without resting or changing pace.

Total Fatigue Lost
Total Fatigue required to traverse the stairs without resting or changing pace.

The Ghosts

The cult of Tien rarely rarely wastes its resources. Once a head has died, its captive spirit is turned into a ghost. These insane spirits will attack all but Tien cult initiates or those wearing a special Protective Talisman.

A Talisman is made from a finger bone, a strand of hair and a piece of tarnished silver. The wearer must be in skin contact with the Talisman at all times. If this is done, the wearer has immunity to all the ghosts in the shrine, except Ormelius. Muriah has such a Talisman.

Any unprotected character will be assaulted by the ghosts in the shrine. These will manifest on the stairs behind the characters when any character steps into the water in the bottom chamber. The characters may not realise that the entities are ghosts - a successful Scan roll is necessary to spot that the ghosts are transparent.

The ghosts described here are all insane and particularly nasty. Each is bound into the skull of its original body, which can be found embedded in a mortar pillar in the cavern complex. The pillar has crumbled over the years, exposing Arabella's skull. Her ghost may be released by crushing her skull and reciting the rhyme in the scroll.

You should decide whether or not to allow the PCs to carry out this ceremony (which takes one melee round), and whether the scroll contains sufficent instructions to enable them to carry it out.

Arabella

Arabella was an initiate of Chalana Arroy (the goddess of healing) in Ormelius' party. Her ghost loves to cast her Sleep spell on victims standing in the water,

so that they fall over and drown. Should she possess somebody, she will drive the body into the water and drown it.

INT **13** POW **15** DEX SR **2** Magic Points **15**

Spells
Spirit Magic 75
Sleep (2), Protection 1, Heal 4
Skills
Human Lore 32, First Aid 56
Languages
Pavic 37, Trade 12
Notes
Arabella manifests as a dark haired girl, in white Healer's robes. Her ghost has no teeth and bleeds heavily from its gums.

Conray

Conray will attempt to possess the character with the choicest weapon, and then attack the rest of the party using the body. Conray manifests as a screaming, bleeding, barbarian.

INT **13** POW **15** Magic Points **15**

Spells
Spirit Magic 75
Heal 1, Bladesharp 2, Speedart (1)
Skills
Craft/Armouring 38, Evaluate 25, First Aid 60, Human Lore 32, R/W Sartarite 54
Languages
Sartarite 48, Pavic 30, Trade 21

Mardub the Warrior

Mardub was a warrior of Yelmalio. He will unimaginatively possess his victim, and then commit ritual suicide by throwing the body onto a short straight bladed weapon, cutting the wrists with a knife, or some other method you feel appropriate.

INT **10** POW **14** Magic Points **14**

Notes
Mardub has forgotten all spells, skills and languages. He manifests as a squat, strong man holding a spear and shield and wearing a helm that covers his face.

Temur

Temur was a Jrusteli sorcerer and sea captain. He was caught by the Thanatari while searching for the source of the giant cradles which his people found at sea.

INT **17** POW **18** DEX SR **2** Magic Points **18**

Spells
Sorcery, Ceremony 58, Intensity 98, Range 103, Multispell 90%
Hinder 81, Drain 95
Skills
World Lore 108, Plant Lore 56, Animal Lore 30, Shiphandling 104
Languages
Jrusteli 56, Weartag 30
Notes
Temur manifests as a tall human, with a long, bearded face, and wearing a red robe.

While manifesting, Temur will prepare a Drain intensity 7 spell, which he will cast upon his victim the following round. He will multispell this with a Hinder intensity 7 spell. The combined spells will go off at SR 10 on the round after manifestation, with an 81% chance of successful casting. Once this is done, Rorkon will then leap to the assault. Temur never engages in spirit combat.

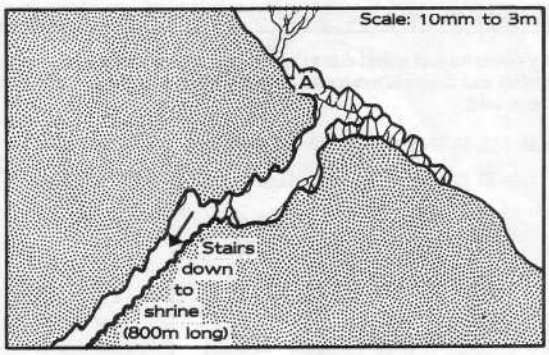
Rorkon

Rorkon was Temur's apprentice. The two still work together. Should Rorkon possess a victim, he will run away with the body and sit outside the inner sanctum. He will them remain like this until the body dies. It feels quite good to suffer thirst again.

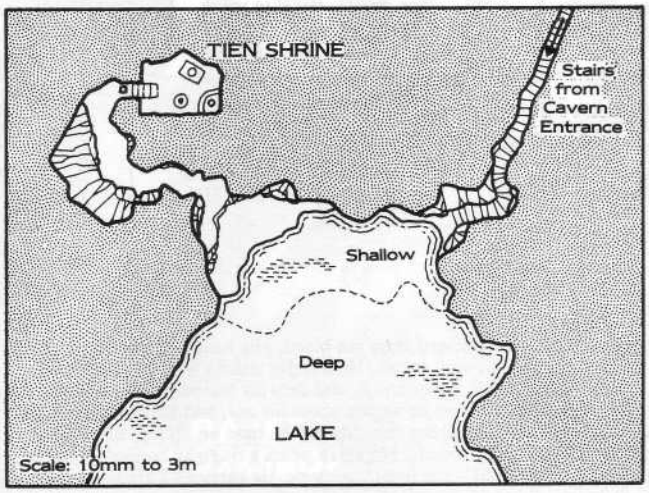
INT **16** POW **16** DEX SR **3** Magic Points **16**

Spells
Sorcery, Ceremony 36, Intensity 41, Range 22
Damage Resistance 51, Cast Back 40, Regenerate 21
Skills
World Lore 32, Human Lore 50, Shiphandling 23, First Aid 45
Languages
Jrusteli 43
Notes
Rorkon manifests as a drooling, ragged beggar, grovelling at the feet of Temur, and looking maliciously at those he confronts.

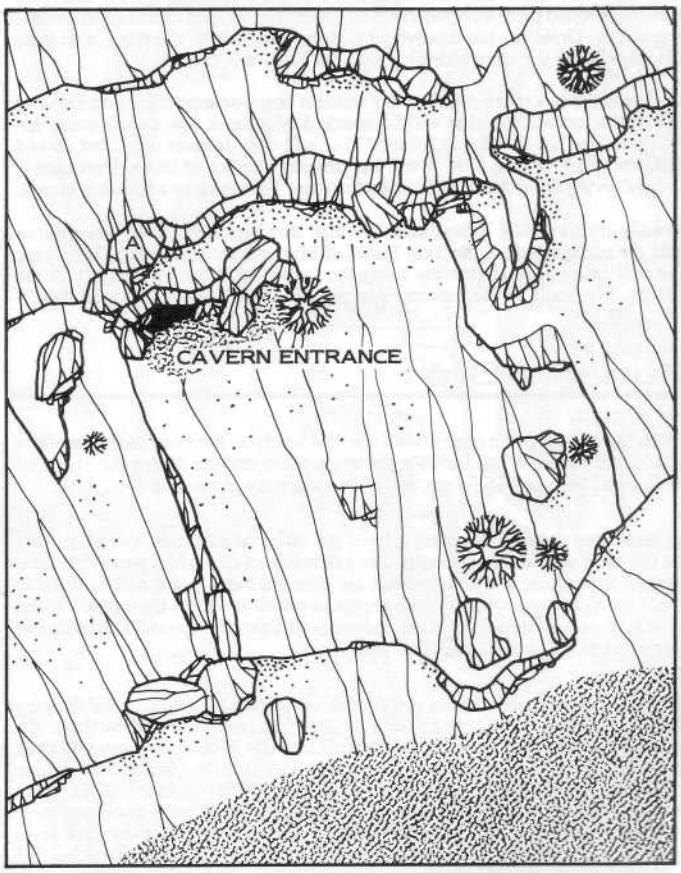
CAVERN ENTRANCE, CROSS-SECTION



INNER SANCTUM AND SURROUNDING CAVERN



CAVERN ENTRANCE AND SURROUNDING AREA



The Water Cavern

At the foot of the stairs is a huge lake. From the foot of the stairway, the PCs will be unable to see the opposite wall of the cavern, which seems to endlessly echo the sounds they make. For the most part the lake is fairly shallow (.5 to .75m), but there is a drop-off a little way out (marked by a dotted line on the map) where the depth suddenly increases to at least 2m.

The Caverns of Tien

The caverns opposite the stairway show the first signs of the long-gone Tien influences. Some long-since corroded bronze shackles are embedded in the cavern walls. The crumbled mortar pillar that holds Arabella's skull can also be found here. Hidden in the dust which covers most of the floor is an ancient - and useless - garrotte. The dust has been disturbed by the comings and goings of Muriah and Gabloz's broo.

The Inner Sanctum

The wooden door into here was once a strong, but it has long since mouldered away and fallen victim to rodent teeth. By the door, but outside the sanctum, lies a broo corpse. Anyone who interferes with it will be exposed to the Shakes. Broken pieces of armour are scattered about, although anything perishable (such as leather thongs and the like) has rotted away. These are the remains of Rorkon's earlier victims.

Apart from the outside, the inner sanctum of the caverns is the only place where the ghosts will not go.

The chamber is fairly large, and has been carved out to be nearly square.

The altar is large and oblong. A carved stone skull sits on top, with a dish (apparently for incense, but actually for the shrine's darklight) carved into the top of the skull. There is also a stone font, although its purpose is not to baptise but to collect blood. Any traces have long since gone. An archaic mallet rests in the font instead, left by Ormelius after the last time he used it.

In one corner is a raised platform on which sits a pedestal. On the pedestal, a diamond-tipped chisel is placed. The diamonds are not gemstones. The final separate features in the chamber are four pillars, carved from stalactites and stalagmites.

The floor is covered by dead rodents. These find their way down here by routes which only they know of, and through which only they can travel. The Tien worshippers found them a considerable nuisance, and so used Ormelius to combat the problem. Ormelius has discovered that the best way to kill them is to have them climb onto the altar and jump off. He hates this task.

The altar is the sanctum's defence; any sentient non-worshipper (or non-servant) of Tien who touches the altar will be attacked by a Sever Spirit spell (treat this as if the caster has 24 Magic Points). This will only happen once, but should the shrine's darklight be relit, it will happen any number of times. Darklight is non-light giving flame hated by everybody except Thanatari, to whom it is sacred.

The walls are covered in Runes, most of which have been destroyed. Those Runes which are undamaged are the focal Runes of Muriah's enchantments. Destroying these will take about 15 minutes using the mallet and chisel which are in the sanctum. The walls to the sanctum are magical, as Ormelius is bound there.

Muriah's Broo

Muriah has a small group of broo - who profess loyalty to her - watching Northward Valley at all times. When the PCs arrive on the scene the broo gang is led by one Gabloz, who has so far proven to be extremely innovative for a broo.

The broo keep to the rocky west side of the valley at all times, and when they spot the party will move cautiously down that side of the valley, parallel to their potential foes. Cover and concealment are plentiful here, and it will be difficult to spot the broo - every thirty minutes spent travelling down the valley entitles a character to a Scan roll. Success indicates that the PC spotted a broo before it managed to get into a concealed position.

When the characters enter the cavern Gabloz will launch his attack. After allowing plenty of time for the PCs to descend the stairway (and be out of earshot), the broo will kill any guards outside the cavern.Once this is done the broo will push a boulder ('A' on the map of the cavern entrance) into the cavern, in the hope of blocking it. When being pushed the rock has a STR resistance of 50. From the inside the task is harder, and the STR resistance is 1D20+60. However, there is a chance that a gap will be left which will allow passage of a creature up to SIZ 3D6. Any character too big to squeeze through the hole, has an excess SIZ x 5% chance of getting stuck.

Gabloz will attempt to block the cavern entrance because he has guessed that the cavern is the source of Muriah's powers (he is, for the most part, wrong). He hopes that the trapped PCs will destroy Muriah's powers - and get themselves killed in the process. He has not realized that anybody on the inside may use Muriah's powers against him, even though he tried to 'get them' for himself - and lost two of his group in the attempt. With Muriah weakened, Gabloz thinks that he can kill her himself and take over.

Gabloz the Broo Leader, Initiate of Thed

Gabloz is brutal and resourceful, and has a strong stomach and a craving for power. He learned long ago that the best way to survive is not to fight. He prefers to use his bow from a distance, while his untrustworthy followers do the dirty work.

STR **16** CON **18** SIZ **18** INT **14** POW **13** DEX **10** APP **3**

Move **4** Hit Points **18** Fatigue **34-17=17** Magic Points **13** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	3/6
Left Leg	05-08	04-06	3/6
Abdomen	09-11	07-10	5/6
Chest	12	11-15	5/8
Right Arm	13-15	16-17	3/5
Left Arm	16-18	18-19	3/5
Head	19-20	20	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Heavy Mace	6	76	1D10+1D6	32	6
Target	7	31	1D6+1D6	80	11
2H Spear	6	50	1D8+1+1D6	47	10
Comp Bow	3/9	81	1D8+1	21	7

Spells

Spirit Magic 48, Ceremony 24
Heal 2, Speedart (1), Protection 2, Mobility 2, Befuddle (2)

Skills

Conceal 58, Hide 47, Sneak 32, Track 48, Scan 63, Listen 48, Climb 72, Jump 58

Notes

Gabloz has no horns on his head, his left leg ends in a foot rather than a hoof, and he has two thumbs on his right hand. He wears ragged ringmail and leather armour. He is also a carrier of the Shakes.

Majabjab, Initiate of Thed

Majabjab is very powerful and stupid due to his chaotic nature. Gabloz has realized this broo's potential and keeps him around. Just for now, Majabjab has decided to do as he's been told.

STR **25** CON **18** SIZ **18** INT **5** POW **14** DEX **13** APP **4**

Move **4** Hit Points **18** Fatigue **43-15=28** Magic Points **14** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-02	01-02	1/6
Left Leg	03-04	03-04	1/6
Abdomen	5	05-08	5/6
Chest	6	09-11	5/8
Lower R Arm	07-09	12-13	3/5
Lower L Arm	10-12	14-15	3/5
Upper R Arm	13-15	16-17	3/5
Upper L Arm	16-18	18-19	0/5
Head	19-20	20	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Battle Axe	6(9)	68	1D8+2+2D6	70	8
2h Mace	6	73	1D10+2+2D6	71	10
Comp Bow	3/9	73	1D8+1	12	7
Target	7	25	1D6+2D6	75	11
Butt	7(9)	60	1D6+2D6	-	-

Skills

Climb 98, Jump 47

Notes

Majabjab has four arms, and does not bleed. His head is that of a bison, and he is very strong, and very stupid. He usually attacks with his mace on SR 6, (which he holds in both upper arms), and then his axe on SR 9, while parrying with his shield. Sometimes he forgets about his axe, and butts instead. Gabloz always tells him off for doing this. Should he miss an INT x 10 roll, he will not use his axe for 1D3 rounds. Majabjab wears a ringmail hauberk, three cuir-bouilli vambraces, and some leather greaves. He carries 47 arrows for himself and Gabloz.

Munchon, Initiate of Malia

Munchon hates Gabloz, but realizes that if he doesn't obey him he will have Majabjab to handle. He wouldn't stay around if the gang looked like they were losing a fight, although he likes Horj, and wishes that she could lead the group.

STR **13** CON **16** SIZ **15** INT **13** POW **10** DEX **11** APP **7**

Move **4** Hit Points **16** Fatigue **29-12=17** Magic Points **10** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	3/6
Left Leg	05-08	04-06	3/6
Abdomen	09-11	07-10	2/6
Chest	12	11-15	2/8
Right Arm	13-15	16-17	3/5
Left Arm	16-18	18-19	3/5
Head	19-20	20	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Stone	3/6/9	72	1D8	-	-
2H Spear	7	47	1D8+1+1D4	45	10
Butt	8(10)	60	1D6+1D4	-	-

Spells

Spirit Magic 48, Ceremony 14
Heal 1, Sneeze (2), Firearrow (2)

Skills

Conceal 32, Hide 30, Track 45, Scan 40, Climb 62, Jump 40

Notes

Munchon can regurgitate and spit stones to a range of 20m. He can do this any time, just like swallowing. In this way, Munchon attacks five times each round, and parries once. Munchon carries Brain Fever on his weaponry and body. He knows that Gabloz regards him as dirt, and would not hesitate to run. Munchon wears an assortment of leather armour.

Kitin, Initiate of Malia

Frivol loves to kill. He doesn't care who leads the group, so long as he gets to kill. He loves to see things suffer and scream.

STR **18** CON **17** SIZ **10** INT **12** POW **12** DEX **16** APP **2**

Move **3** Hit Points **15** Fatigue **35-9=26** Magic Points **12** DEX SR **2**

Location	*Melee*	*Missile*	*AP/HP*
Lower R Arm	01-04	01-02	1/5
Lower L Arm	05-08	03-04	1/5
Abdomen	09	05-10	2/5
Chest	10	11-15	2/6
Upper R Arm	11-14	16-17	1/4
Upper L Arm	15-18	18-19	1/4
Head	19-20	20	3/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
2H Spear	6	50	1D8+1+1D4	46	10
1H Spear	6(9)	28	1d8+1+1D4	30	10
URA Sling	2/7	40	1D8	-	-
LRA Sling	2/7	32	1D8	-	-
Butt	7(9)	58	1D6+1D4	-	-

Spells

Spirit Magic 51, Ceremony 17
Bladesharp 3, Fanaticism (1)

Skills

Conceal 40, Hide 31, Track 28, Scan 31, Climb 43, Jump 51

Notes

Frivol has two large arms instead of legs. He can use his extra arms to wield a second short spear (although he generally prefers to use a butt attack), or to wield a second sling. When using a second weapon in this manner, any DEX roll that Frivol has to make due to knockback is automatically DEX x 1.

Kitin, Initiate of Malia

Kitin wishes that Horj would kill Gabloz and lead, because he thinks that he could kill Horj, and then lead the broo himself.

STR **18** CON **14** SIZ **17** INT **15** POW **9** DEX **8** APP **7**

Move **4** Hit Points **14** Fatigue **32-8=24** Magic Points **9** DEX SR **4**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	0/6
Left Leg	05-08	04-06	0/6
Abdomen	09-11	07-10	0/6
Chest	12	11-15	0/8
Right Arm	13-15	16-17	0/5
Left Arm	16-18	18-19	0/5
Head	19-20	20	0/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Butt	8(10)	56	1D6+1D6	-	-
Mace	7	48	1D10+1D6	28	10
2H Spear	7	38	1D8+1+1D6	30	10
Target	8	21	1D6+1D6	45	12

Spells

Spirit Magic 37, Ceremony 13
Protection 3, Ironbutt 2

Skills

Track 35, Hide 42, Scan 51, Climb 58, Jump 45

Notes

Kitin carries Wasting Disease. He wears no armour, but casts Protection before a fight.

Horj, Initiate of Malia

Horj is biding her time. When the gang returns to High Holes, Muriah will be told of Gabloz's treachery, and then Horj will take his place.

STR **14** CON **15** SIZ **11** INT **17** POW **11** DEX **13** APP **8**

Move **4** Hit Points **13** Fatigue **29-14=15** Magic Points **11+(1D4-1)** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	2/5
Left Leg	05-08	04-06	2/5
Abdomen	09-11	07-10	3/5
Chest	12	11-15	3/6
Right Arm	13-15	16-17	3/4
Left Arm	16-18	18-19	3/4
Head	19-20	20	3/4

Weapon	SR	Attack	Damage	Parry	AP
2H Spear	7	73	1D8+1+1D4	70	10
Butt	8(10)	52	1D6+1D4	-	-
Mace	7	50	1D10+1D4	28	10
Target	8	31	1D6+1D4	46	12
Sling	3/9	55	1D8	-	-

Spells

Spirit Magic 41, Divine Magic 86, Ceremony 32, Enchant 17, Summon 21 Sneeze (2), Bladesharp 4, Protection 3, Cause Creeping Chills 4, Cause Shakes 1

Skills

Scan 51, Track 41, Listen 45, Hide 50, Climb 61, Jump 40

Notes

Horj has spikes similar to those of a hedgehog all down her spine and three breasts. She absorbs all 1 or 2 point spells, adding their magic points to her own. Horj carries the disease Soul Waste. She wears leather oddments, stolen from nomad corpses. Horj will avoid fighting. She is also very small for a broo, and could be mistaken for Muriah.

Typical Broo, Initiates of Thed or Malia

These statistics are provided to augment Gabloz's group, and for use in future parts of this adventure. Typical broo working for Muriah (such as those with Gabloz), will know the spells Bladesharp 1 and Heal 1, cast at 39%. There are up to 12 typical broo with Gabloz.

STR **13** CON **16** SIZ **16** INT **13** POW **11** DEX **11** APP **7**

Move **4** Hit Points **16** Fatigue **29-16=13** Magic Points **11** DEX SR **3**

Location	Melee	Missile	AP/HP
Right Leg	01-04	01-03	2/6
Left Leg	05-08	04-06	2/6
Abdomen	09-11	07-10	3/6
Chest	12	11-15	3/8
Right Arm	13-15	16-17	2/5
Left Arm	16-18	18-19	2/5
Head	19-20	20	3/6

Weapon	SR	Attack	Damage	Parry	AP
Butt	7(9)	50	1D6+1D4	-	-
1H Spear	6	46	1D8+1+1D4	22	10
Mace	6	38	1D10+1D4	22	10
Target	7	21	1D6+1D4	30	12-(1 D3-1)
Sling	3/9	40	1D8	-	-

Skills

Scan 35, Listen 35, Search 30, Track 35, Hide 30, Sneak 20, Climb 45, Jump 50

Notes

Each broo carries the weapons noted, and wears leather armour stolen from nomad corpses. You should generate chaos features and diseases randomly, or assign them to individuals as you see fit.

Muriah and High Holes

From this point on, the adventure takes a different form. There are no set paths for the course of action to follow, so the essential elements for the probable turn of events are provided. From here it is up to the PCs to determine the course of play in how they deal with Muriah. The Lunar party lead by Dalamides could prove a substantial complication, for example, to any actions the PCs carry out.

It should be noted that the powers possessed by Muriah thanks to the old Tien shrine are only relatively minor compared to her other gifts and abilities. However, without the enchantments gained through Ormelius, Muriah would certainly not be in the position that she is today. Her other 'gifts' were gained after she became a shaman. The loss of the enchantments, and the knowledge that others have found the source of her powers, are great cause of worry, which is hardly surprising. After all, wouldn't you worry if you had jealous rivals, each nearly as powerful as yourself, breathing down your neck?

High Holes

Broo gangs anywhere fight each other frequently. This may be for no reason at all, or for very good reasons. Often two rival gangs vie for control of a secure living area, such as High Holes.

High Holes is a collection of caverns with a number of exits at different heights in the cliffs. On the borders of Vultures Country, the caverns have been a broo haunt for as long as anybody living can remember, and before that as well. Until recently, however, the broo population has always been kept in check by nomad braves. This pressure has lifted because Duke Raus has actively discouraged nomad war bands from coming near his domain - and Muriah is present.

Muriah has succeeded in loosely organising the many local broo gangs, by fair means or foul. Muriah and her henchbroo control their own section of High Holes all year round, while at any particular time a local broo gang controls another part of High Holes.

When a gang leaves High Holes - and there are often fights to determine exactly when this should be - they agree to do Muriah a service. Qad, the broo shaman in the *Borderlands* adventure *Revenge of Muriah*, was on such a mission, but elected to take only a relatively small force. Muriah could gather a large number of broo in one spot should she need to do so, but this would be extremely difficult to organise and take at least four weeks. Most broo gangs comply because broo shamans fear Muriah's spirits.

Broo can now be found in High Holes all year round, and there are nearly always two or more shamans here - quite untypical of such an antisocial race.

The caverns can support about 50 broo comfortably. These are usually a broo gang of 30 or so members, with the remainder owing their loyalty (for what it is worth) directly to Muriah. Gabloz and his cronies, or Muglaphar and company are such. A breakdown of an average broo gang and their statistics are provided below.

Typical gang composition

A typical broo gang has one shaman, 3-6 'excellent warriors' and 5-10 'superior warriors' in it. The rest of any group are typical broo (as described above) without any really distinguished abilities and features.

Broo Shaman of Thed

This is a typical gang leader. In addition to dealing with threats from outside the gang, the shaman must also watch his power-hungry subordinates all the time.

STR **17** CON **17** SIZ **18** INT **16** POW **11** DEX **13** APP **2**
Move **4** Hit Points **18+4=22** Fatigue **34-24=10** Magic Points **11** DEX SR **3**
Fetch MPs **14** Allied Spirit MPs **9** Magic Spirit MPs **10** Power Spirit MPs **39**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	4/8
Left Leg	05-08	04-06	4/8
Abdomen	09-11	07-10	8/8
Chest	12	11-15	13/10
Right Arm	13-15	16-17	4/6
Left Arm	16-18	18-19	4/6
Head	19-20	20	4/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Bstd Sword	6	32	1D10+1+1D6	23	18
1H Spear	6	60	1D8+1+1D4	35	10
Target	7	30	1D6+1D6	57	12
Sling	3/9	53	1D8	-	-
Butt	7(9)	60	1D6+1D6	-	-

Spells

Spirit Magic 31, Ceremony 32, Enchant 35, Summon 48
Spirit Screen 5, Demoralise (2), Visibility (2), Control Magic Spirit, Summon Magic Spirit, Control Power Spirit, Summon Power Spirit, Strengthening Enchantment, Heal 2
Divine Magic 76
Worship Thed, Spirit Block 2, Mindlink 1

Skills

Climb 72, Jump 43, First Aid 53, Conceal 83, Listen 50, Scan 54, Track 60, Search 45, Hide 44, Sneak 38

Fetch

The shaman's fetch takes form of a 20cm long centipede sporting a large human-like eye.
INT **10** POW **14**

Spells

Spirit Magic 70
Spirit Screen 5, Strength 5 (increases STR to 32, giving +15 Fatigue, a 2D6 Damage Bonus, +8% to Agility skills, and +8% to all Manipulation skills)

Magic Spirit (held by Fetch)

INT **4** POW **10**

Spells

Bladesharp 3

Spell Matrices

Befuddle (2), Silence 3

Equipment

This individual has an Orlanthi iron sword and breastplate. He wears a ragged chainmail skirt and cuirbouilli and leather armour on his limbs. He carries a leather belt holding a matrix for Silence 3, and a copper bracelet holding a matrix for Befuddle. The shaman has four Power Spirits bound into a skunk skull which dangles from a chain around his neck.

Notes

The shaman's 'horns' are a mass of chaotic bone growth. When matching an offensive spell against the shaman, his Magic Points are considered to be the total of his own and those of his Fetch.

Allied Spirit (In Goat)

STR **14** CON **10** SIZ **11** INT **12** POW **9** DEX **14**

Move **7** Hit Points **11** Fatigue **24** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
R Hind Leg	01-02	01-02	1/2
L Hind Leg	03-04	03-04	1/2
Forequarters	05-07	05-09	1/5
Hindquarters	08-10	10-14	1/5
R Fore Leg	11-13	15-16	1/2
L Fore Leg	14-16	17-18	1/2
Head	17-20	19-20	1/4

Weapon	*SR*	*Attack*	*Damage*
Butt	8	52	1D6+1D4

Skills

Climb 88, Dodge 42, Jump 76, Listen 33, Scan 42, Hide 28, Sneak 31

Spells

Spirit Magic 45
Countermagic 4. Protection 4, Vigour 4 (increases CON to 25, giving +8 Fatigue, and +4% to Perception skills; increases HPs to 26, giving 11 HPs on chest, 9 on head, and 7 on each arm)

Notes

Because his allied spirit is in such a vulnerable form the shaman will keep her far away from any trouble. Like a broo, she is not affected by poison or disease.

Excellent Broo Warrior

These are the toughest members of any group apart from the shaman. They will push everybody around and bicker/fight amongst themselves over anything, such as, for example, the best places to sleep. The shaman must keep a constant watch on gang members of this level of ability. They are probably initiates of Thed or Malia.

STR **14** CON **16** SIZ **16** INT **14** POW **14** DEX **11** APP **4**

Move **4** Hit Points **16** Fatigue **30-21=9** Magic Points **14** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	4/6
Left Leg	05-08	04-06	4/6
Abdomen	09-11	07-10	6/6
Chest	12	11-15	6/8
Right Arm	13-15	16-17	4/5
Left Arm	16-18	18-19	4/5
Head	19-20	20	4/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Poleaxe	5	86	3D6+1D4/	64	10 or
or Maul			1D10+2+1D4	12	
1H Spear	6	62	1D8+1+1D4/	28	10
or Mace			1D10+1D4		
Target	7	30	1D6+1D4	56	12
Butt	7(8)	78	1D6+1D4	-	-
Long Bow	3/9	50	1D8+1	25	7

Spells

Spirit Magic 49, Ceremony 21
Protection 3, Bladesharp/Bludgeon 3, Heal 1, Sneeze/Demoralize (2), Disrupt, Speedart
Divine Magic 79 - 2 Points selected from cult listing

Skills

Scan 67, Listen 65, Search 52, Hide 48, Sneak 35, Climb 72, Jump 67

Notes

Wears cuir-bouilli and leather armour on limbs, and ringmail and leather on torso. Individual broo weaponry, diseases and chaotic features should be assigned by you or generated randomly. Each carries 20 arrows for his or her long bow.

Superior Broo Warrior

This is a distinguished broo, with ambitions above those of the common herd. He or she can can push other gang members around and, again, he or she is probably an Initiate of Thed or Malia.

STR **13** CON **16** SIZ **16** INT **13** POW **11** DEX **11** APP **7**
Move **4** Hit Points **16** Fatigue **29-19=10** Magic Points **11** DEX SR **3**

Location	Melee	Missile	AP/HP
Right Leg	01-04	01-03	3/6
Left Leg	05-08	04-06	3/6
Abdomen	09-11	07-10	3/6
Chest	12	11-15	3/8
Right Arm	13-15	16-17	3/5
Left Arm	16-18	18-19	3/5
Head	19-20	20	3/6

Weapon	SR	Attack	Damage	Parry	AP
Axe/Mace	6	63	1D8+2+1D4/ 1D10+1D4	32	8/10
Butt	7(9)	61	1D6+1D4	-	-
1H Spear	6	55	1D8+1+1D4	32	10
Sling	3/9	55	1D8	-	-
Target	7	28	1D6+1+1D4	60	12-(1 D3-1)

Spells
Spirit Magic 36
Heal 1, Protection 1, Bladesharp/Bludgeon 1, Demoralise (2)/Sneeze (2).

Skills
Scan 58, Listen 58, Search 40, Hide 30, Sneak 28, Climb 57, Jump 46

Notes
Each broo wears oddments of leather, and carries the listed weapons. Again, individual chaotic features and diseases should be generated randomly or assigned by you.

Running the Broo

Broo are chaotic, perverse, evil, and occasionally efficient. This latter quality, however, is rare and tends to be obstructed by their more common tendencies. Broo enjoy watching another beings suffer, and love to destroy anything beautiful. Broo are therefore likely to stand out of reach and watch with glee as a companion is ceremonially slain by a Humakti Sword. As Muriah is not a broo she lacks these tendencies, and can therefore instil a small amount of co-operation among her own followers - it vanishes when she is no longer present.

The broo in High Holes are divied into two gangs, and are therefore somewhat unusual. Muriah's own band tend to be elitist, and ignore any members of the other faction. All the broo, however, obey Muriah, for such is her powerful presence.

If High Holes is assaulted, Muriah will back up her fighters (of whatever gang) with magical and spiritual support, while being careful not to involve herself in any melees or subject herself to missile fire. She will keep a group of about ten of her own broo near her, which she will try to avoid committing to battle. Muriah will try to draw attackers into the temple area, where powerful magics and spirits will assault them. If it is feasible, she may also send a force out of another exit to attack from the rear of the attackers. She will try to keep her rival shaman in a fight at all times. She will be careful to use the other broo gang in any fight, encouraging them with powerful magical spells. If seems likely that her forces will lose Muriah will flee with her followers via her secret exit.

Thanks to the selfish and chaotic nature of the broo, Muriah's schemes will not always go as she intends. For example, a broo force that she sends assault the attackers from behind may decide that they have had enough and leave. They are likely to forget about Muriah's orders very quickly, and go back to their own squabbles.

Muriah's Next Move

As has been previously explained, the destruction of Muriah's enchantments does not represent a great threat. The presence of enemies in Northward Valley is a greater perceived threat - especially if they might gain the same advantages she did.

It will take Muriah 1d10+20 minutes to realise that Ormelius' enchantments are absent. As soon as it is dark she will gather her closest followers (Muglaphar and those listed below) plus 1d6+5 of her 'typical broo' (see above). This group will sneak out of her secret exit and travel for two hours into the night, rest and continue at sunrise. Each broo will be carrying 15 litres of water from the water cavern.

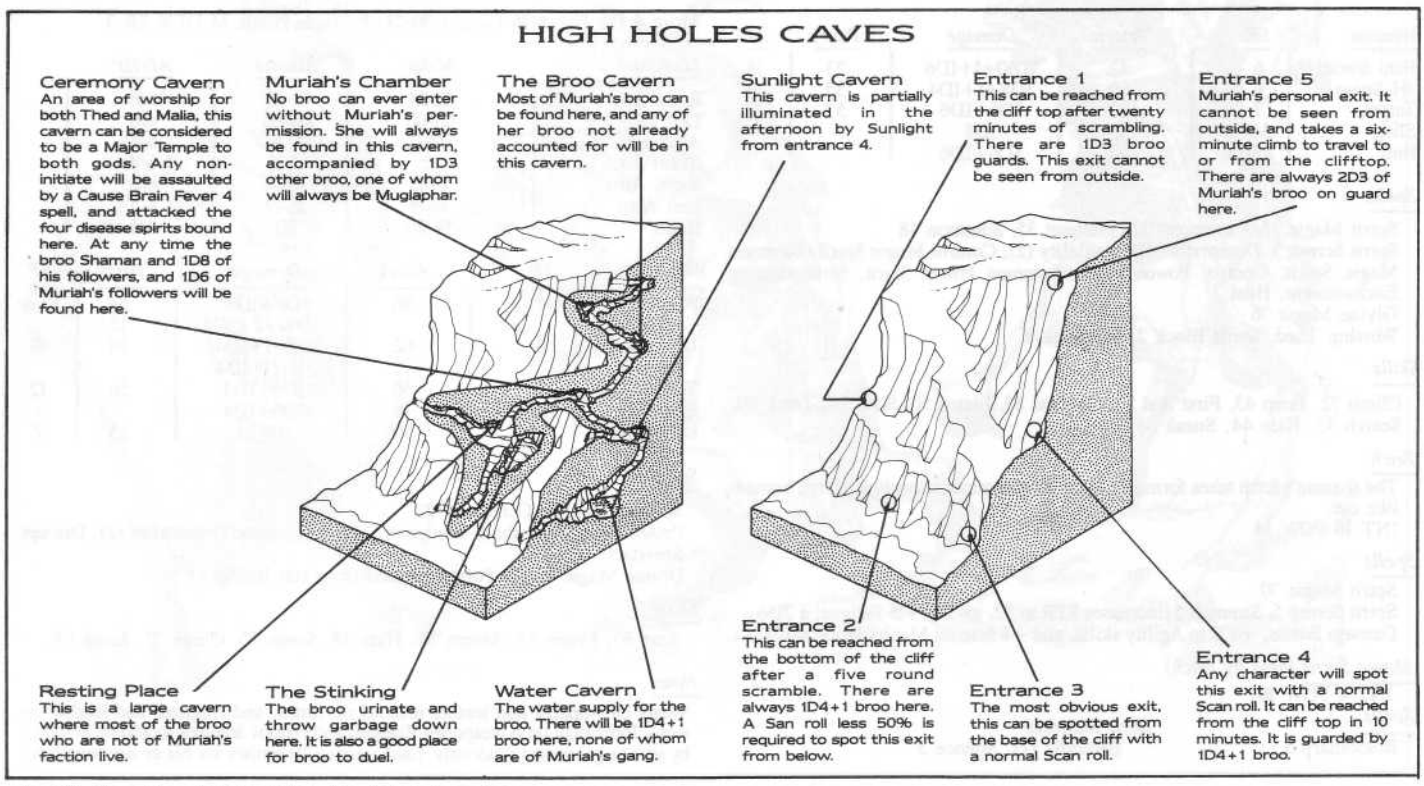
This gang will head to Northward Valley, where Muriah intends to deal with whoever has destroyed Ormelius' enchantments (the PCs), gather some more of the rag-tag local broo and then re-take High Holes. With her overal strategic objectives in mind she will be very sparing with the lives of her followers.

The broo at High Holes will soon return to their old ways - within days another broo gang will arrive to drive out the gang Muriah left behind.

Muriah and her Companions

Muriah, Illuminate and Human Shaman of Malia

Like her parents Muriah was an Illuminate - a state of mind which convinces one that limited use of chaos to make oneself stronger is justifiable. When her parents



(villagers in the hut village of Weis) were dying, the other villagers refused to help; once they were dead, Muriah cursed the village and departed. Her hate and desire for vengeance has driven her ever since, and still do so, even now, when foreigners seek to unearth her secrets and destroy her.

Muriah looks like a very ugly ten-year old girl. She is also barren and many of the broo hate her particularly for this trait.

STR **8** CON **14** SIZ **9** INT **16**POW **15** DEX **10** APP **4**

Move **3** Hit Points **12+10/18*=22/40*** Fatigue **22-10=12** Magic Points **15+5** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	4/8(9/14)*
Left Leg	05-08	04-06	4/8(9/14)*
Abdomen	09-11	07-10	3/8(6/20)*
Chest	12	11-15	3/10(7/20)*
Right Arm	13-15	16-17	4/6(6/11)*
Left Arm	16-18	18-19	4/6(8/11)*
Head	19-20	20	4/8(10/16)*

All values marked * are Armouring or Strengthening Enchantments carried out by Ormelius.

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
2H Spear	8	40	1D8+1	40	10
Knife	9	60	1D3+1	20	4

Spells

Spirit Magic 65, Ceremony 81, Enchant 52, Summon 89
Summon Disease Spirit, Summon Magic Spirit, Summon Power Spirit, Control Disease Spirit, Control Magic Spirit, Control Power Spirit, Mobility 4
Divine Magic 90
Cause Brain Fever 4 x 2, Cause Shakes 3, Cause Soul Waste 4 x 2, Worship Malia

Skills

Climb 52, Dodge 38, Jump 30, Throw 41, Fast Talk 61, Animal Lore 31, Evaluate 17, First Aid 41, Broo Lore 52, Plant Lore 21, Conceal 83, Devise 35, Listen 42, Scan 42, Search 42, Hide 50, Sneak 48

Languages

Praxian 25, Local Broo Dialect 34

Equipment

Muriah carries a spear and knife and wears a soft leather suit, a stiff leather hauberk, and cuirbouilli head and limb armour. She carries a Thanatari Protective Talisman, and wears a necklace made up of the teeth of vanquished foes, into which she has bound her Magic Spirits and Power Spirits. This necklace is enchanted in such a way that only Muriah may use it. Muriah also has a Golden Wheel enchanted to store 5 Magic Points - this could be used by anybody.

Notes

Muriah's skills, spells, and spirits are tailored towards the one-to-one duels commonly fought for social position in broo society. Muriah hates to fight properly, and would much rather leave this to lesser broo. If she is forced into battle Muriah uses her Protection spell and then drives her enemies away with a Demoralise spell. Sometimes Kravern gets in the way, and Muriah scares him off with her Fetch if necessary. Her Bladesharp spell is also useful for crippling opponents and then running away.

Damage taken from an edged weapon will not harm Muriah, as this will heal instantly. Crossbow bolts, slingstones and arrows are all considered to be edged weapons. Impales (or critical hits, if applicable) will heal as soon as the impaling object is removed. Only clubbing weapons will harm her.

Muriah is immune to all diseases, but not all poisons. However, she carries all diseases on her body and weaponry - Wasting Disease, Creeping Chills, Brain Fever, Soul Waste and the Shakes!

Fetch

Weishater takes the form of a disease-ridden impala.
INT **14** POW **38** Magic Points **38**

Spells

Spirit Magic 95
Heal 6. Combined with Muriah's remaining Free INT - Sneeze (2), Demoralise (2), Co-ordination 8 (+8 to DEX, DEX SR becomes 2, +8% to all Manipulation, Agility, and Stealth skills, +4% to all Magic Skills)

Notes

Muriah's Fetch currently controls a Soul Waste Spirit, POW **20**. The spirit's Magic Points are matched vs. the victim's POW, not his or her Magic Points.

Allied Spirit (Foekiller)

INT **10** POW **12** Magic Points **12**

Spells

Spirit Magic 60, Divine Magic 95
Disrupt Contermagic 6, Shimmer 3, Cause Creeping Chills 3

Magic Spirit One

INT **8** POW **12** Magic Points **12**

Spells

Spirit Magic 95
Bladesharp 8

Magic Spirit Two

INT **9** POW **13** Magic Points **13**

Spells

Spirit Magic 95
Protection 9

Magic Spirit Three

INT **11** POW **16** Magic Points **16**

Spells

Spirit Magic 95
Spirit Screen 11

Magic Spirit Four

INT **3** POW **7** Magic Points **6**

Spells

Spirit Magic 95
Strength 3 (adds 6 to STR, giving +6 Fatigue, +3% to Agility skills and Manipulation Skills - Muriah can only use two points of this spell)

Muglaphar, Initiate of Malia

Muglaphar is a male broo who is undyingly loyal to Muriah. He is so peculiar (even for a broo) that the others laugh and mock at him. He loves to kill, and then rip the corpse with his teeth. In times of dire need he has been known to let Muriah ride upon his back.

STR **28** CON **15** SIZ **32** INT **13** POW **9** DEX **11** APP **1**

Move **10** Hit Points **24** Fatigue **100** Magic Points **9** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
R Hind Leg	01-02	01-02	2/6
L Hind Leg	03-04	03-04	2/6
Hindquarters	05-07	05-09	2/10
Forequarters	08-10	10-14	2/10
R Fore Leg	11-13	15-16	2/6
L Fore Leg	14-16	17-18	2/6
Head	17-20	19-20	2/8

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Kick	6	43	1D6+3D6	-	-
Rear & Plunge	6	45	2D6+3D6	-	-
Trample	6	78	6D6 vs Prone Target	-	-

Spells

Spirit Magic 45
Ironhoof 4 (affects only Kick attack), Protection 2, Fanaticism

Skills

Climb 44, Jump 80, Broo Lore 21, Track 52, Listen 61, Scan 48

Notes

Muglaphar has the body of a horse, but the head of a human, although he has no horns. He carries the disease Creeping Chills.

Zafazka, Initiate of Malia

Zafazka isn't really loyal to Muriah. He believes that she will kill him if he doesn't do as he's told.

STR **11** CON **17** SIZ **14** INT **10** POW **7** DEX **9** APP **7**

Move **4** Hit Points **16** Fatigue **28-11=17** Magic Points **7** DEX SR **4**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	1/6
Left Leg	05-08	04-06	1/6
Abdomen	09-11	07-10	1/6
Chest	12	11-15	1/8
Right Arm	13-15	16-17	1/5
Left Arm	16-18	18-19	1/5
Head	19-20	20	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Butt	8(10)	67	1D6+1D4	-	-
Club	7	60	1D10+1D4	32	8
1H Spear	7	55	1D8+1+1D4	29	10
Target	8	31	1D6+1D4	55	12

Spells

Spirit Magic 24
Sneeze (2), Protection 3, Heal 1

Skills

Climb 73, Jump 61, Search 41, Listen 60, Hide 43, Sneak 41

Equipment

Zafazka carries the listed weapons, and wears soft leather everywhere except his head.

Notes

Zafazka dresses because he believs that it is easier to cast spells that way - and his Sneeze spells haven't been going off very well lately.

Zafazka carries no disease, and has no unusual features. Muriah might assign him the command a group of 'typical broo' who will probably be slaughtered so that she can get away.

Kirin, Initiate of Thed

Kirin is a pyromaniac - he just loves to see things burn. He once tried to burn a shaman, and now he has to stick close to Muriah in case the victim should try to get his own back. Kirin is very good at watching out for himself.

STR **13** CON **17** SIZ **13** INT **16** POW **17** DEX **10** APP **7**

Move **4** Hit Points **15** Fatigue **30-16=14** Magic Points **17** DEX SR **17**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	4/5
Left Leg	05-08	04-06	4/5
Abdomen	09-11	07-10	3/5
Chest	12	11-15	3/6
Right Arm	13-15	16-17	4/4
Left Arm	16-18	18-19	4/4
Head	19-20	20	8/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Self Bow	3/9	78	1D6+1	20	6
Butt	7(9)	40	1D6+1D4	-	-
Great Axe	6	43	2D6+1D4	42	10

Spells

Spirit Magic 69
Ignite, Firearrow (2), Heal 2

Skills

Climb 62, Jump 80, Listen 73, Scan 81, Search 60, Conceal 51, Sleight 34, Sneak 58, Hide 65

Equipment

Kirin wears bezainted vambraces and greaves, cuirbouilli armour on his chest and abdomen, and has wrapped the remains of a ringmail skirt around his head. He carries the weapons listed above and 22 arrows.

Notes

Kirin is completely immune to fire (Fiebladed or Firearrowed weapons do normal damage without any magical bonuses), although his coarse fur does burn. He looks and smells black and charred because he often sets himself alight. He always casts Firearrow before using his bow.

Kirin is mildly insane, and none of the other broo trust him.

Woroshima, Initiate of Thed and Malia

Woroshima is a very wizened and unusual broo. He communicates - and only with Muriah - through hand signals. Rumour has it that he has travelled the length and breadth of the Wastes - and he certainly uses some weird weapons! Some say that one day Woroshima will rule High Holes.

STR **23** CON **18** SIZ **14** INT **13** POW **15** DEX **14** APP **11**

Move **4** Hit Points **16** Fatigue **41-15=26** Magic Points **15** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	4/6
Left Leg	05-08	04-06	4/6
Abdomen	09-11	07-10	4/6
Chest	12	11-15	4/8
Right Arm	13-15	16-17	4/5
Left Arm	16-18	18-19	4/5
Head	19-20	20	3/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
RH Katana	7	82	1D10+1+1D6	31	12
LH Katana	(10)	51	1D10+1+1D6	45	12
Butt	8(10)	60	1D6+1D6	-	-
Shuriken	3/9	57	1D3+1D3	-	-
Scimitar	7	45	1D6+2+1D6	23	10

Spells

Spirit Magic 60
Heal 2, Mobility 3, Protection 3, Bladesharp 3, Disrupt, Speedart

Skills

Climb 68, Dodge 51, Jump 80, First aid 65, Listen 72, Scan 81, Search 50, Track 93, Hide 75, Sneak 57

Equipment

Woroshima wears cuir-bouilli and leather everywhere except his head. He carries two katanas, a scimitar, and eight shuriken (which he uses more for show than effect).

Notes

Woroshima is exceptionally strong, and is quite fearless. He carries the disease Soul Waste. The katanas are Oriental-like, and nothing to do with Dragonewt equivalents.

Kravern, Initiate of Malia

A skulking, selfish, and stupid broo, Kravern has learned to keep out of everyone's way (so what's new?). Muriah learned of his abilities long ago, and keeps him by her side most of the time. Kravern hates Muriah, and always tries to sneak off.

STR **11** CON **11** SIZ **11** INT **11** POW **19** DEX **10** APP **4**

Move **4** Hit Points **11** Fatigue **22-6=16** Magic Points **19** DEX SR **3**

Location	*Melee*	*Missile*	*AP/HP*
Right Leg	01-04	01-03	1/4
Left Leg	05-08	04-06	1/4
Abdomen	09-11	07-10	1/4
Chest	12	11-15	1/5
Right Arm	13-15	16-17	0/3
Left Arm	16-18	18-19	2/3
Head	19-20	20	3/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
2H Spear	7	38	1D8+1	30	10
Butt	8(10)	42	1D6	-	-
Rock *(thrown)*	3/9	50	1D3	-	-

Skills

Listen 51, Scan 50, Hide 38, Sneak 24, Conceal 50

Equipment

Kravern carries the weapons listed, and wears leather oddments. He does not bother with carrying rocks around.

Notes

Kravern looks like a typical broo, except that he has three horns. Kravern has the unfortunate ability of attracting any spell cast at a person within 10m of him. He has yet to be fried by a Thunderbolt, cooked by a Sunspear, or killed by a Sever Spirit!

The Lunar Party

This group is here because Dalamides, their leader, needs his share of the reward (450 Lunars) to pay off gambling debts owed to the Silk'n'Plume, a high class tavern.

He has seen the scroll that the PCs bought from Hurbi. Having drawn his own conclusions, he is planning to kill Muriah just as soon as the PCs have destroyed her enchantments. He has correctly worked out that when her enchantments are destroyed Muriah will run for it, and this is when he plans to catch her.

He and his companions have camped near a water source below High Holes Caves - a site which is about a three hour ride away. Each sunrise and sunset Reskil sends his dove out on a scouting mission. The flights cover an area around High Holes which would take five or so scouts otherwise. By doing this, the Lunars hope to spot Muriah leaving the safety of the caves.

When Muriah does leave, the Lunars will set out after her, but they will begin their journey some five hours later. The fact that the broo are carrying water for at least two days will not go unnoticed, and Dalmides will conclude that Muriah must be heading towards somewhere with a water source. The Lunars will follow in the hope of catching her at a place where they can refill their waterskins.

If the PCs head towards High Holes, Dalamides will move his own force in that direction, in the hope of killing Muriah before the PCs manage to do so. Dalamides and Reskil will lead the group into the caves to look for Muriah. Reskil will cast Soul Sight to avoid magical traps (such as those of the ceremony room), Cormanius will protect Hazphar, while Antonia will act as rearguard. The Lunars will not use torches; Hazphar will cast Light spells and use his Prolong skill.

If he gets the opportunity, Dalamides will cut out Muriah's heart and take her head as evidence of the kill, but he would much rather capture her using a Mindblast spell, even though this is a risky proposition. The Lunars could only kill Muriah through magic, which would be difficult given their combined Magic Point total, or through magically powered weapons - Dalmides' scimitar, for example. Dalamides is not aware of these difficulties, but he might catch on before it is too late.

In some of the statistics below two values are given under *Parry* for use of the Lance. The first value represents the character's ability to use the weapon while mounted. The other value in parentheses is the character's ability to parry using a one-handed spear.

Dalamides

Rune Lord of the Seven Mothers,
High Ranking Officer of the Antelope Lancers

Dalamides has reached a high cult rank through long years of hard work in the Lunar Provincial Army. He is a good soldier who knows what he wants and doesn't like to take risks.

STR **16** CON **14** SIZ **15** INT **16** POW **15** DEX **20** APP **12**
Move **3** Hit Points **15+10=25** Fatigue **30-17=13** Magic Points **15+10** DEX SR **1**
Move **10** on horse

AP/HP
Right Leg 4/9, Left Leg 4/9, Abdomen 6/9, Chest 6/11, Right Arm 4/7, Left Arm 4/7, Head 4/9

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Lance	0	108	1D10+1+3D6	32(36)	10
Comp Bow	1/5/9	96	1D8+1	30	7
Scimitar	5	92	1D6+2+1D4	42	15
Target	6(8)	41	1D6+1D4	105	12
Dagger	6	60	1D4+2+1D4	40	6

Spells
Spirit Magic 58, Ceremony 57, Enchant 21, Summon 30
Heal 4, Bladesharp 4, Protection 4, Befuddle (2), Demoralise (2)
Divine Magic 83 (one use)
Reflection 2, Spirit Block 2, Madness x 2, Truesword

Skills
Climb 62, Dodge 35, Jump 58, Ride 131, Fast Talk 53, Orate 60, Animal Lore 76, Evaluate 48, Human Lore 90, R/W Tarshite 67, Devise 30, Listen 75, Scan 80, Track 98

Languages
Pelorian 100, Tarshite 59, Pavic 36, Trade 20

Equipment
Dalamides wears comfortable riding leathers and ringmail and cuir-bouilli armour. He carries his bow, scimitar (which is made of iron), a target, and a dagger, along with 40 arrows. Dalamides' scimitar holds his spell matrices, which will work only for him. The Bladesharp 10 matrix has a special condition - it is linked to a 20 MP storage facility which will power the spell so that it will go off at Dalamides' command. This matrix may not be used in any other way.

Dalamides' horse carries three 5 litre water skins, his lance, basic supplies, 20 arrows and a knife.

Allied Spirit (in scimitar)
INT **12** POW **14**
Spells
Spirit Magic 70
Mobility 3, Counter magic 4, Spirit Screen 5
Divine Magic 95 (one use)
Find Enemy, Dismiss Magic 2, Divination 1, Madness, Reflection 1, Mindblast
Matrices
Strength 5 (increases STR by 15, giving a +2D6 Damage Bonus, +15 Fatigue, and +8% to all Agility and Manipulation skills), Multimissile 6, Bladesharp 10.

Hazphar Pharates

Illuminate, Initiate of Red Moon and of the Seven Mothers
Magician of the Marble Phalanx

Hazphar is proud of his noble lineage, but joined the army to escape the constant webs of bickering and intrigue that plague the Empire. He had particular success in the Lunar Colleges of Magic, before being assigned to the Marble Phalanx. He now hates his choice of career, having been tied down in Pavis for too long. He met Dalmides at a party in the Silk'n'Plume, and decided to join his venture merely for the excitement.

STR **10** CON **10** SIZ **14** INT **18** POW **19** DEX **20** APP **14**
Move **3** Hit Points **12+12=24** Fatigue **20-14=6** Magic Points **19+14** DEX SR **1**
Move **10** (on horse) Power Spirits Total Magic Points **38**

AP/HP
Right Leg 4/8, Left Leg 4/8, Abdomen 4/8, Chest 4/10, Right Arm 4/6, Left Arm 4/6, Head 4/8,

Hazphar is also protected by a Damage Resistance Intensity 5 spell

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Scimitar	5	50	1D6+2(+5)	39	10
Hatchet	6	43	1D6+1	28	6
Medium Crossbow	1 per 3	70	2D4+2	20	8
Hatchet *(thrown)*	1/4	30	1D6	-	-
Buckler	6	21	1D4	49	8(+5)

Spells
Spirit Magic 86, Ceremony 84, Enchant 89, Summon 93, Amplify 72, Combine 85, Distance 58, Prolong 78
Heal 1, Protection 1. Bladesharp 1, Befuddle (2), Multimissile 1
One Use Divine Magic
Mindlink 4, Madness x3, Spirit Block 1

Skills
Climb 43, Dodge 24, Jump 50, Ride 72, Fast Talk 62, Orate 80, Animal Lore 42, Evaluate 60, First Aid 37, Human Lore 54, Plant Lore 38, R/W Pelorian 92, R/W Tarshite 68, R/W Pavic 30, World Lore 60, Devise 51, Listen 48, Scan 45, Search 51

Languages
Pelorian 100, Tarshite 65, Trade 42, Pavic 40.

Equipment
Hazphar wears a bezainted hauberk, with cuirbouilli armour elsewhere. He carries his scimitar and buckler, while his crossbow, 15 bolts, and two hatchets are within easy reach on his horse. He wears a string bracelet with a bow string wound into it. The bow string holds his Speedart matrix, and this is very difficult to see, even with a spell such as Soul Sight. The Light, Disrupt, and Mindspeech matrices are on a knucklebone in one of Hazphar's earrings. The Mobility matrix and a 14 MP store are on a silver button, part of a chain around Hazphar's neck. He also wears a bronze torc, into which he has bound his three Power Spirits, and his two Magic spirits.

The spell matrices (except for the Speedart one) are only usable by Initiates of the Seven Mothers cult. Only members of the Lunar College of Magic may use the torc.

Hazphar wears a bronze belt buckle fashioned into the form of a grimacing face. He has bound a pain spirit here, and the face sometimes groans quietly. At any time Hazphar - but only Hazphar - can command his pain spirit to perform a task for him.

His horse has three 5 litre water skins, his basic equipment, and the equipment previously mentioned. Hazphar's Ritual Spell matrices, plus his standard ones, are back in Pavis at the Seven Mothers Temple.

Notes
Hazphar has Cast Back and Damage Resistance at Intensity 5 every week, and they are renewed by his Magic Spirit. For the purposes of this adventure the same spirit has cast Damage Boosting on the scimitar and Damage Resistance on the buckler. Both have a duration of one week and are at Intensity 5. These spells can be renewed in the field if necessary - each spell has been cast 1 day apart, the most recent being Cast Back, then Damage Resistance on Hazphar, and then the second Damage Resistance.

In a melee Hazphar will cast Befuddle at each foe (up to a limit of Free INT available to him), using his Combine skill - if there are only a few targets, he will Amplify each spell as well. He will then cast Protection 4 on three people. Hazphar should be able to complete all these actions within one round. If mounted he will cast Mobility on his horse, and an Amplified Speedart on a hatchet. In a missile exchange he will go for Amplified Disrupts on foes, and will probably cast Protection on himself.

Magic Spirit One
INT **18** POW **15** Magic Points **15**
Spells
Sorcery, Duration 86, Intensity 72, Multispell 65, Range 60 Damage Boosting 81, Damage Resistance 90, Cast Back 80
Free INT **15**

Magic Spirit Two
INT **14** POW **15** Magic Points **15**
Spells
Spirit Magic 100
Protection 2, Detect Enemy, Detect Gold, Second Sight, Heal 4
Matrices
Light, Speedart, Disrupt, Mobility 4, Mindspeech
Free INT **12**

Reskil Taranus

Priest of the Seven Mothers

A wise and cautious priest, Reskil has doubts about the recklessness of Dalmides' venture. He has come along as a cautionary influence, in the hope that Dalmides will not land himself in any trouble. Reskil hails from the lowlands of Aggar, the son of a middle class merchant. He is staunchly pro-Lunar, but prefers discussing the advantages that the Red goddess offers, rather than disputing the point with fire and sword. Reskil is quick to use his magic when absolutely necessary, but not at other times.

STR **10** CON **10** SIZ **13** INT **18** POW **18** DEX **18** APP **14**
Move **4** Hit Points **10** Fatigue **20-14=6** Magic Points **18+12** DEX SR **2**
Move **10** (on horse)

AP/HP
Right Leg 4/4, Left Leg 4/4, Abdomen 5/4, Chest 5/5, Right Arm 4/3, Left Arm 4/3, Head 5/4

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Self Bow	2/7	43	1D6+1	30	5
Medium Crossbow	1 per 2	60	2D4+2	26	8
Scimitar	6	52	1D6+2	50	10
Target	7	28	1D6	50	12
Knife	7	41	1D3+1	29	4

Spells
Spirit Magic 91, Ceremony 83, Enchant 52, Summon 68
Befuddle (2), Countermagic 3, Demoralise (2), Dullblade 4, Glamour 3, Heal 4
Divine Magic 86
Armouring Enchantment, Binding Enchantment, Dismiss Magic 6, Divination 3, Excommunication, Extension 4, Find Moonrock, Heal Wound x 2, Mindlink 2, Soul Sight, Spell Matrix Enchantment, Summon Lune, Worship Seven Mothers x 2, Command Lune, Madness x 2, Reflection 4.

Skills
Climb 61, Dodge 14, Jump 40, Ride 62, Fast Talk 68, Orate 76, Animal Lore 81, Evaluate 53, First Aid 40, Human Lore 53, Plant Lore 30, R/W Tarshite 50, R/W Pelorian 30, World Lore 58, Devise 30, Listen 42, Scan 68, Search 53, Hide 21, Sneak 19
Languages
Tarshite 52, Pelorian 48, Pavic 30, Trade 30
Equipment
Reskil carries his bow, 25 arrows, a scimitar, target shield, and knife. He wears a ringmail hauberk and hood, with cuirbouilli and leather armour on his limbs. His Disrupt matrix is in a golden brooch fashioned into the shape of a crescent moon - this matrix may only be used by those of priest rank (or higher) in a Lunar cult. A gold cap on one of Reskil's teeth holds a 12 point Magic Point matrix, which only Reskil may use. Reskil also carries a frog skull with a small undine bound into it. He will release the undine to refill the group's water skins and refresh the horses if necessary.
Reskil has six 5 litre water skins, 20 arrows, his crossbow, 15 bolts, and additional miscellaneous gear on his horse.
Notes
Reskil will be very careful with his allied spirit, whose spells are oriented towards evasion. He will even protect it with his own Divine Magic if this is required - Allied spirits are hard come by, even in huge religions such as the Seven Mothers.
Allied Spirit Kistros - in mourning Dove
STR **3** CON **8** SIZ **1** INT **10** POW **14** DEX **20**
Move **1/10** (in flight) Hit Points **5** Fatigue **11** DEX SR **1**

Location	*Melee*	*Missile*	*AP/HP*
Body	01-20	01-12	0/5

Spells
Spirit Magic 65 One Use Divine Magic
Shimmer 5, Disrupt, Light, Mobility 3 Warding 3, Mindblast
Spell Matrices
Disrupt Amplified to intensity 5 (1D3+4)
Skills
Dodge 72, Evaluate 26, Animal Lore 72, Human Lore 60, Mineral Lore 41, Plant Lore 65, World Lore 24, Listen 76, Scan 80, Search 55, Hide 82

Antonia Initiate of the Seven Mothers, Ancestor Worshipper, and Antelope Lancer Officer

Antonia is a strange individual from among the sable people of the Hungry Plateau. She has proven an excellent Lancer, but she longs to return to her native highlands.

STR **10** CON **14** SIZ **13** INT **15** POW **11** DEX **14** APP **12**
Move **3** Hit Points **14** Fatigue **24-19=5** Magic Points **11** DEX SR **2**
Move **10** (on horse)

AP/HP
Right Leg 4/5, Left Leg 4/5, Abdomen 5/5, Chest 5/6, Right Arm 4/4, Left Arm 4/4, Head 5/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Lance	0	65	1D10+1+3D6	32(55)	10
Comp Bow	2/7	58	1D8+1	27	22
Scimitar	6	56	1D6+2	32	10
Target	7	30	1D6	56	12
Knife	7	43	1D3+1	23	4

Spells
Spirit Magic 36, Ceremony 26 One Use Divine Magic 76
Mobility 2, Countermagic 3, Protection 3, Demoralise (2), Bladesharp 3, Heal 2
Madness x2, Heal Wound x2
Spell Matrices
Speedart, Firearrow (2), Endurance 5
Skills
Climb 68, Dodge 34, Jump 49, Ride 76, Fast Talk 34, Orate 32, Animal Lore 50, Evaluate 39, First Aid 56, Human Lore 48, Plant Lore 34, R/W Pelorian 33, R/W Tarshite 17, World Lore 31, Conceal 43, Devise 32, Listen 63, Scan 66, Search 55, Track 60, Hide 42, Sneak 21
Languages
Pelorian 61, Tarshite 31, Pavic 30, Praxian 30
Equipment
Antonia wears a full suit of cuirbouilli and leather armour. She carries her bow, her shield, and her scimitar, her knife, 20 arrows and a 2 litre water skin. Her bow is an heirloom, with distinctive markings, strengthening enchantments, and her matrices. These spell matrices will work only for Antonia

Antonia's horse bears her lance, two short spears, additional gear, and three 5 litre water skins.
Notes
Antonia is quick, intelligent, and reliable, and is the only group member who speaks Praxian.

The Troopers

Poleus, Initiate of the Seven Mothers

Poleus is loud-mouthed but obedient.

STR **12** CON **13** SIZ **12** INT **11** POW **8** DEX **10** APP **8**
Move **3** Hit Points **13** Fatigue **25-14=11** Magic Points **8** DEX SR **3**
Move **10** (on horse)

AP/HP
Right leg 4/5, Left Leg 4/5, Abdomen 6/5, Chest 6/6, Right Arm 4/4, Left Arm 4/4, Head 4/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Lance	0	62	1D10+1+3D6	30(15)	10
Target	8	31	1D6	47	12
Scimitar	7	48	1D6+2	32	10
Dagger	8	45	1D4+2	22	6
Self Bow	3/9	60	1D6+1	21	5

Spells
Spirit Magic 29
Heal 1, Protection 2, Bladesharp 2
Skills
Climb 58, Dodge 05, Jump 42, Ride 75, Animal Lore 32, Evaluate 23, First Aid 44, Human Lore 36, Conceal 33, Devise 41, Sleight 35, Listen 51, Scan 50, Search 56, Hide 33, Sneak 12
Languages
Pelorian 31, Tarshite 16, Pavic 28
Equipment
Poleus wears a ringmail hauberk, cuirbouilli limb armour, and cuirbouilli and leather on his head. He carries his shield, scimitar, bow, and 20 arrows. His three 5 litre water skins, lance, 20 spare arrows, and miscellaneous gear are carried on his horse.

Sidus, Initiate of the Seven Mothers

Sidus is not an Antelope Lancer, but is from another Lunar Cavalry unit. He has been drafted in the Pavis as a Zebra Rider, in an attempt to tidy up the slovenly ranks of that force.

STR 14 CON **14** SIZ **14** INT **13** POW **10** DEX **10** APP **10**
Move **3** Hit Points **14** Fatigue **28-13=15** Magic points **10** DEX SR **3**
Move **10** (on horse)

AP/HP
Right Leg 3/5, Left Leg 3/5, Abdomen 5/5, Chest 5/6, Right Arm 3/4, Left Arm 3/4, Head 4/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Lance	0	72	1D10+1+3D6	28(35)	10
Comp Bow	3/9	56	1D8+1	22	7
Scimitar	7	60	1D6+2+1D4	51	10
Heater	8	25	1D6+1D4	55	12

Spells
Spirit Magic 37, Ceremony 34 One Use Divine Magic 87
Mobility 2, Protection 2, Bladesharp 2 Heal Wound x2, Madness
Skills
Climb 62, Dodge 23, Jump 45, Ride 77, First Aid 62, Conceal 36, Listen 51, Scan 60, Track 35
Languages
Tarshite 33, Pelorian 30, Pavic 35
Equipment
Sidus wears cuirbouilli and ringmail armour. He carries his bow, 28 arrows, scimitar, and shield. His lance, 2 short spears, three 5 litre water skins, and miscellaneous gear, are on his horse.
Notes
Sidus joined the Seven Mothers religion through the Danfive Xaron subcult. As a show of piety, Sidus has sworn never to accept Heal.

Cormanius, Initiate of the Seven Mothers

STR **12** CON **13** SIZ **14** INT **13** POW **10** DEX **10** APP **9**
Move **3** Hit Points **14** Fatigue **25-14=11** Magic Points **10** DEX SR **3**
Move **10** (on horse)

AP/HP
Right Leg 4/5, Left Leg 4/5, Abdomen 4/5, Chest 4/6, Right Arm 4/4, Left Arm 4/4, Head 4/5

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*AP*
Lance	0	62	1D10+1+3D6	30(21)	10
Scimitar	7	50	1D6+2+1D4	33	10
Heater	8	23	1D6+1D4	47	12
Comp Bow	3/9	60	1D8+1	20	7
Knife	8	43	1D3+1+1D4	21	4

Spells
Spirit Magic 36, Ceremony 18 One Use Divine Magic 86
Speedart, Protection 2, Heal 2, Demoralise (2) Madness x2, Heal Wound
Skills
Climb 51, Dodge 05, Jump 38, Ride 65, First Aid 37, Animal Lore 38, Conceal 50, Listen 62, Scan 65, Track 40
Languages
Tarshite 33, Pelorian 30, Pavic 30
Equipment
Cormanius carries scimitar, shield, and knife. He wears bezainted and ringmail armour. His bow, 40 arrows, three 5 litre skins, and his lance are on his horse.

The Horses (Cavalry Horses)

Notes
All of the horses ridden by the Lunar party are average examples of the animal and are clearly branded with the mark of the Marble Phalanx.

Fig 1

Fig 2

Fig 3

Fig 6

Fig 4

Fig 5

Fig 7

Fig 8

Fig 9

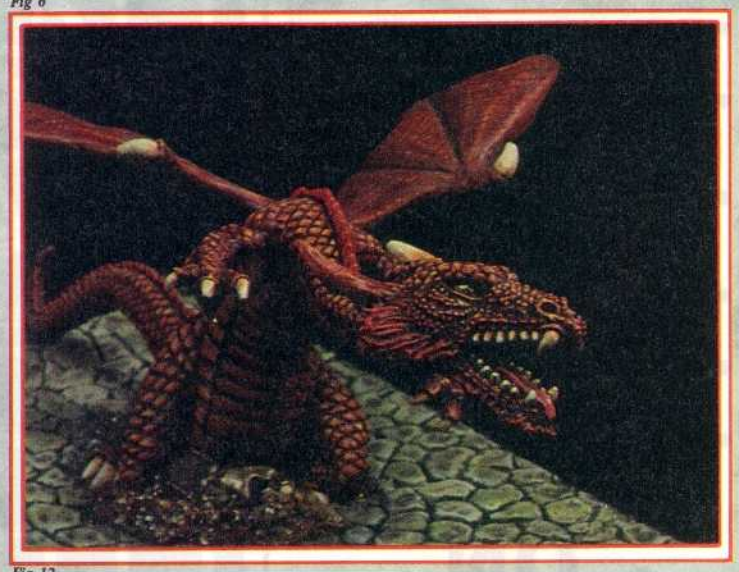


Fig 12

Fig 10

Fig 11

Fig 13

Fig 14

Fig 15

DRAGONS

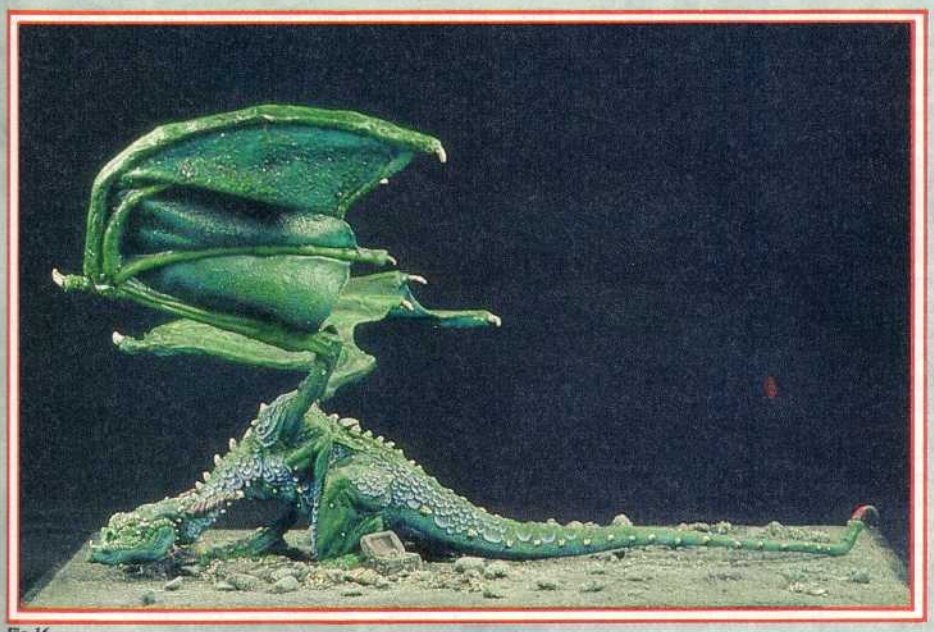


Fig 16

Fig 23

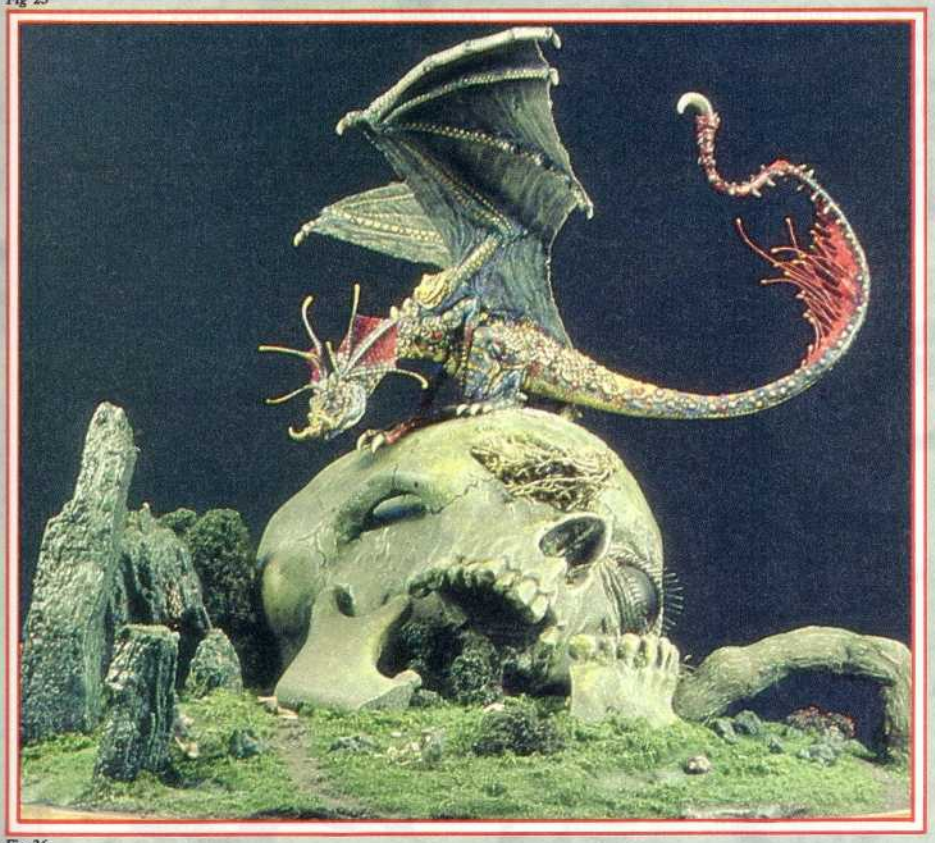


Fig 26

Fig 17

Fig 18

Fig 19

Fig 20

Fig 21

Fig 22

Fig 24

Fig 25

Fig 27

Fig 28

Fig 29

Fig 30

Fig 31

Fig 32

Fig 33

Fig 34

Dragon *n.* **1.** a mythical monster usually represented as breathing fire and having a scaly reptilian body, wings, claws, and a long tail. (C13: from Old French, from Latin *draco*, from Greek *drakon*;)

Figs 1-5: Details & close ups of the Dungeons & Dragons, Green Dragon
Fig 6: The Dungeon & Dragons Green Dragon painted by Kevin Adams
Figs 7-11: Details and close-ups of the Dungeon & Dragons Red Dragon
Fig 12: The D&D Red Dragon painted by Kevin Adams
Fig 13: Blue (Cobalt) Dragon
Fig 14: Great Fire Dragon
Fig 15: Green (Emerald) Dragon
Fig 16: The Great Spined Dragon in all its glory, painted by Kevin Adams
Fig 17-25: Detail of the Spined dragon and base
Fig 26: Nick Bibby's amazing conversion of the Spined Dragon
Fig 27-34: Details of Nick's conversion (Kilroy gets everywhere).

Dragons, the most spectacular of all fantasy beasts, really offer painters and modellers a challenge to both skill and imagination. In fact, dragons are the perfect opportunity to display talent to its best advantage.

Citadel Miniatures are due to release three new dragons to complement the D&D Dragons that have just come out: the Red, Blue and Green Dragons.

GW's resident painter, **Colin Dixon**, had ten (or possibly even 20) minutes during one of his tea breaks and did his usual quick daubs - good aren't they? - for this month's *'Eavy Metal*. After the castings had been cleaned up they were assembled with super glue. All the joints were then filled with epoxy resin and modelling putty. The whole lot was allowed to set, and then primed with Autospray White.

Colin then gave the dragon an undercoat of the appropriate base colour - red, for example, on the Great Fire Dragon. The finish is achieved by successive washes and layers of drybrushed highlights. Surprisingly, this does not take as long as you might suppose - a good quality large brush is all that is needed. After the finishing touches Colin gave the model a coat of gloss varnish as a 'hard' protection, followed by a matt spray for the final topcoat.

Kevin Adams, famous for his slick finish, attention to detail and heavy feet, painted his dragons with a wide mix of media. After construction and undercoating, Kevin painted the Green Dragon with a base coat of *Citadel* Black and Woodland Green. Kevin likes green. This, when dry, was first drybrushed with Woodland Green, followed by a green and yellow mix to build up the highlights. The underside of the dragon was painted in the same fashion, but with white added to the base colour. Thin washes of *Rowney* Emerald ink were applied between each layer of drybrushed colour, building up different tonal values of the colour. All the detail was then added with a fine brush.

The Red Dragon was taken from the front of the D&D rules and admirably sculpted by Nick Bibby - as was the Green Dragon. The same sequence of painting techniques was applied to this model, although the colours used were a Blood Red and black mix, with Blood Red, Hobgoblin Orange and yellow for the highlighting.

The Great Spined Dragon (another Nick Bibby model) was painted by Kevin using an awful lot of *Liquitex* green. Kevin likes green. This time the model was painted using only drybrushing, starting with the darkest tones and building up to the very palest. The wings were modelled from Plasticene and set in place with a coat of varnish. This allowed Kevin to model the veins in the wing membranes, giving even greater realism.

There isn't enough room to talk about Kevin's bases, but as you can see from the photographs he puts as much care and attention into them as he does into the model itself. Using a mixture of natural material and specially sculpted accessories (the toadstools and the venus fly-traps), Kevin builds up a vivid and evocative scene, mostly in green.

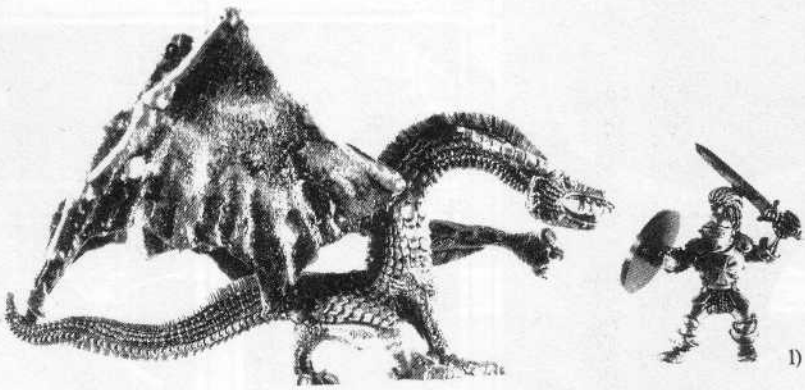
Finally, and in comparison to what it deserves, briefly, we come to **Nick Bibby**'s own version of the Great Spined Dragon. At least 70 hours of work went into the master for this model, along with a further 160 hours for the conversion and painting.

Nick changed the original model in a number of subtle and effective ways. Two fins were added to the head with wire and heavy foil, embossed to give a hide effect. The wings had their hide membranes built up in much the same way. The tail was extended with wire and modelling putty, while the tusks were built from *Fimo* modelling putty and baked(!) in the oven before being attached. Some of the 'jewels' studded all over the dragon's body were created in the same manner, the rest are tiny rhinstones!

When he was finally happy with all the conversion work, Nick painted the dragon using what can only be described as a mega-multi-mixed-media. Nick likes green, but not as much as Kevin. The dragon was painted with layers of drybrushing and ink washes, carefully stippling the highlights and markings. He used Citadel colours, inks, water colours, oils, water colour crayons and marker pens, applied with such diverse things as toothbrushes, sponges and sable brushes. The whole process was spread over some ten months, including the addition of transparent flecks of plastic in the final coat of varnish.

The finished model was mounted on a scenic base built from polyfilla, cork, rockwood and a carved plaster skull. This last item was embellished with a marble for an eye and toothbrush bristle eyelashes. Flock was used for the grass, with a liberal sprinkling of algae bushes and a scattering of tiny (real) rodent bones as an extra touch. The result: superb.

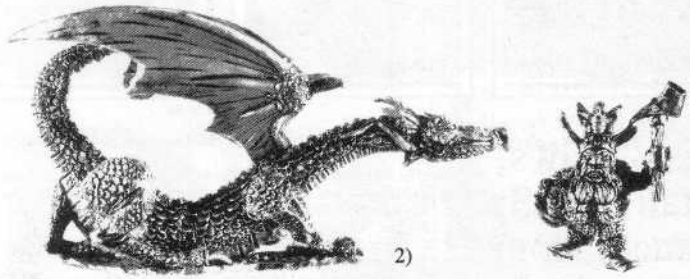
John Blanche



1)

The three new **Citadel** dragon boxed sets.

1) Great Fire Dragon with Questing Knight.
2) Green (Emerald) Dragon with Dwarf treasure hunter.
3) Blue (Cobalt) Dragon with Evil Sorceress.



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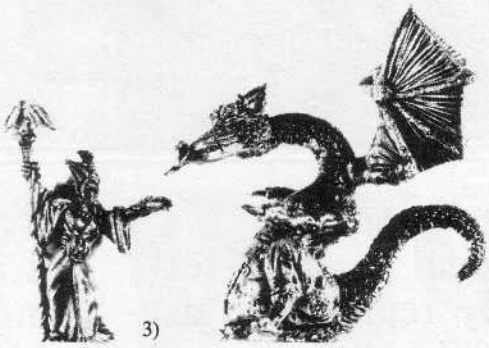


3)

SWORDS OF PENDRAGON

by Greg Stafford

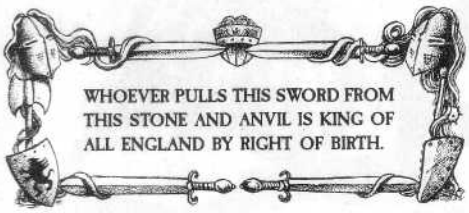
The story of King Arthur is a sword story. The movie *Excalibur* and the musical *Camelot* have both helped to remind everyone that the boy Arthur became king when he drew a sword from a stone. A lifetime later, as the high king lay dying, he ordered a faithful vassal to hurl the sword away. Between the two actions the blade Excalibur is often drawn, to lead to glory in battle and drive down the foes in bloody defeat. Other swords, almost as bright, shine their own light through the heroic stories of the Round Table.

But some confusion exists, expecially concerning Arthur's own swords. He had more than one, including two which are both very famous and are often confused.

The Sword in the Stone

Arthur's first famous sword was the one which he drew from the anvil and the stone to become the Pendragon, or High King of Britain. According to John Steinbeck:

"In the greatest church in London, perhaps St. Paul's the lords and knights gathered to pray long before dawn. And when matins and first Mass were over, there was seen in the churchyard, in a place nearest the high altar, a great block of marble, and in the marble was set a steel anvil in which a sword was driven. In letters of gold was written:



Thus the appearance of this 'war monument', as Richard Harris amusingly calls it in *Camelot*, was a surprise to the people of London. The origin of the sword itself is also not given in any medieval source. I am surprised by this since the storytellers often went to great lengths to give centuries-long tales of particular blades.

Mary Stewart, in her second novel about Merlin[2], connects the sword with one wielded by Maxen Wledig, a Welsh hero. In the story from the *Mabinogion* he dreams of his ideal mate and hunts across the world for her. In history he was Magnus Maximus, who was made Roman Emperor by the British in 383, raised an army, and conquered all his enemies before being destroyed in 388 by a rival claimant. Neither the Welsh stories nor history connect him with any famous swords, but Ms Stewart's artistic license and poetic intuition are the type which, had her story been told ten centuries ago, would have made this story a firm part of the legend.

So the blade stuck through the iron and marble appeared mysteriously. Arthur pulled it out several times before he was acknowledged king. When the northern kings rebelled against him he carried it bravely into battle. At the Battle of Bedegraine he first used other weapons. Only when things seemed most desperate did he draw it. The blade 'gave a light like thirty torches', so demoralizing his foes that Arthur's army gained the upper hand. Arthur drove off his foes, was crowned, and settled down to be High King of the Britons.

Young Arthur was no armchair king, though. He was still a vigorous young man, eager to prove himself. Though some barons protested, most knights were pleased. As Sir Thomas Malory wrote, 'all men of worship said it was merry to be under such a chieftain, that would put his person in adventure as other poor knights did.'[3] Once when he learned that an unknown knight nearby was defeating all-comers, including the High King's men, Aruthur decided to test his own mettle against the stranger. Secretly, at dawn, he armed and armored himself and went out to fight. In the struggle Arthur's sword snapped, and he would have been killed if Merlin had not been on hand to put the stranger, who was King Pellinore, to sleep.

Excalibur

Arthur's second famous sword now enters the story. Merlin sent him out to view a misty lake, from whose centre an arm rose holding aloft a sheathed blade. Arthur boated out and retreived the weapon. 'Then Sir Arthur looked on the sword, and liked it passing well,' says Malory[4]. Indeed he might, for this one is the sword called Excalibur.

Excalibur is known by name in many other sources too. To the Welsh it was called Caledvwlch or Caliburn, and was said to have been made in the Isle of Avalon. Geoffrey of Monmouth[5], told the same tale. The Isle of Avalon was a magical place, like a kingdom of elves, whose residents lived in bliss, had anything they wanted, and lived forever.

After Arthur pacified his kingdom the court champion wielded Excalibur for many years while Arthur ruled. The Pendragon's brave adventures in disguise eventually become farther and farther apart. Thus King Arthur didn't need the sword as much, and Sir Gawaine carried it. Gawaine was King Arthur's oldest sister's oldest son. According to the Celtic inheritance system Gawaine was, therefore, the heir to the king. He was also the champion and war leader.

In the game **Pendragon**, Excalibur's magical properties are given as x2 normal damage. Thus anyone using Excalibur rolls double the normal number of dice when he is victorious in combat. I consider this to be the upper limit of magical weapon damage. With one blow an average human, armed with this weapon, will incapacitate another average human wearing heavy chain mail about three-quarters of the time. This advantage is helpful to anyone, but in the hands of magical Gawaine it is truly fearsome! Imagine Sir Gawaine rolling 24d6 at noon! His average roll would cut a man — and his horse — in half!

Most magical swords which increase combat capability should add to damage done. Even a +1 sword is helpful, and a +3 blade will regularly give that little edge to slowly chip away a foe. A sword which will always penetrate heavy chain mail would be +10. I think that is too powerful, for such a weapon is statistically equal to Excalibur itself! I suggest that +5 is about as high as should be found.

Sir Gawaine used Excalibur until the day he died. Thus he bore it against his best friend, Sir Lancelot, in their deadly duel at the end of Arthur's reign. Undoubtedly the sword helped Sir Gawaine in his victorious last battle against the rebel army of Sir

Mordred. Afterwards King Arthur took Excalibur back and carried it in the final battle against his son.

Arthur wielded Excalibur at the battle of Camblann. Disappointingly, Malory, my favorite source, sent Arthur rushing against evil Mordred armed with a spear. Fortunately for us, John Boorman reversed the weapons for the climax, so it is Arthur who grimly walks up the spear and strikes Mordred down with his sword.

Arthur's last friends while dragged him off the battlefield. A single survivor was dispatched to throw Excalibur into a nearby lake. Three times he tried, failed, and then lied to his liege. Finally he cast it away, forever out of the world of mankind. Four magic queens arrived and took the wounded Arthur away by barge to the Isle of Avalon, from whence the sword first came.

Other swords have stories almost as interesting. Two which I like are the Sword of King David and Balin's Sword.

The Sword of King David

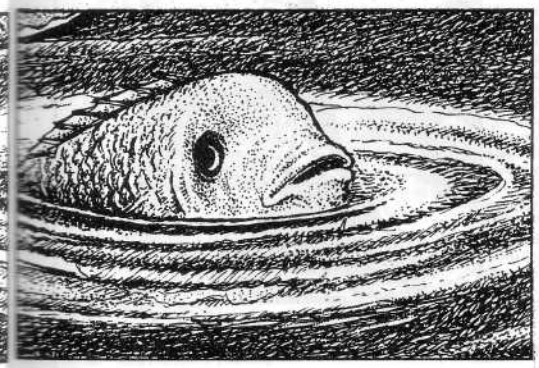
The Sword of King David was certainly the longest-surviving weapon. Adding years from the time the Biblical hero was supposed to have reigned (from about 1000 B.C. to 960 B.C.) to the date of the Grail Quest (555 A.D.) gives a life of fifteen centuries — a real credit to the smith!

Throughout history many individuals vainly tried to draw this, always to their harm. Nacien, who was an early keeper of the Holy Grail, was one who tried and suffered. Only Sir Galahad could rightfully take it out, and even he hesitated because of the inscription. Only the urging of Lady Amide gave him the confidence.

The sword's pommel had a magic stone whose powers are only vaguely hinted at. The description is more specific about the power of two bones which apparently formed the crosspiece. The rib of the 'Serpent of the Fiend' guaranteed that the wielder of the blade would never be weary or hurt. The rib of a fish, called Ertanax or Orteniaus, guaranteed the bearer would never be weary and would forget everything except the purpose for which the sword was drawn.

Afterwards it was called the Sword of the Strange Girdle because Amide's hair, woven with golden thread and jewels, was used to bind it about Galahad's waist.

Making up a magic sword for **Pendragon** can draw on this tradition. Either of those abilities are incredible



Martin McKenna

enough for a magic sword. Remember, The Sword of the Strange Girdle is one of the most magical of all swords. Most magic blades should not be quite so potent.

Magical swords can have other powers as well as those. I suggest that some by a bane against specific foes, one might protect the wielder from wounds, and another might be thrown once a day like a spear, then return to the thrower's hand. The gamemaster's imagination is the only limit.

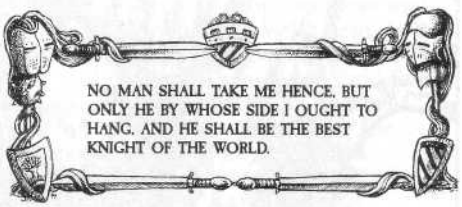
Balin's Sword

The last sword, Balin's Sword, has a long sad story with it. The blade was destined for only the greatest to bear it. Anyone else who did so was lost. The story of King David's Sword mentioned such fates for people across history. The story of Balin shows one in detail.

At the start of Balin's story he was just getting out of jail, but many people went to jail in those days for many reasons. Sir Thomas Malory, who wrote the best-known version of King Arthur's story in 1470, was in jail when he wrote *Le Morte D'Arthur*. One 'Malory' known to historians was jailed for rape and pillage, and was an adventurous sort of monk-beater and jail-breaker. Lots of men acted that way in those days but not all went to jail. In Malory's day hundreds of knights were imprisoned during the War of the Roses, then ransomed or exchanged. Balin could have been like that, but the evidence is not conclusive, and it seems that his bad luck was the sword's fault.

He struck the worst possible blow possible to anyone in the world. Sir Balin struck down King Pellam with the so-called Dolorous (Sorrowful) Stroke. King Pellam was the holiest and purest man in the world, and when Balin wounded him he also wounded everything which is holy in the world. The king's wound was unhealed until Sir Galahad came with the Holy Grail. Thus for 42 years the whole land got less magical and holy. (In those times people more easily equated the holy and magical.) Balin went on to a useless and tragic death, killing his twin brother in the process.

Afterwards Merlin took the sword and stuck it into a block of red marble. He engraved a message into it and the sword disappeared for years. It appeared years later at the famous grail feast. Then the words were read by everybody:



Notice the parallel to another famous sword? Merlin must have liked the gimmick. Of course, Merlin was long gone by the time of the Grail Quest, locked up in a magical stone of his own. But his magical plans and devices still worked.

So did his curses. Sir Gawaine tried to draw the sword because his liege, King Arthur, ordered him to. Percivale tried too, because he did not want Sir Gawaine to feel so alone. Neither of them could draw it, of course. Finally Sir Galahad arrived and pulled it out and was named the best knight in the world. He left Camelot carrying his weapon on the Grail Quest.

After years of adventuring Sir Galahad and several companions met again at the Ship of Solomon. Upon it they found King David's Sword which Galahad wore afterwards. He gave his first sword to Sir Percivale, who never took a wound from it despite Merlin's curses. Sir Percivale, who also found the Holy Grail, was apparently holy enough to avoid the curse, but not destined to pull it from the stone. Galahad died shortly afterwards and we no longer hear about King David's Sword. Percivale either died or became the next Grail King, depending on which version you like the best. He sent Balin's Sword with Sir Bors back to Camelot. There Sir Bors gave it to Galahad's father, Sir Lancelot, who proudly carried it afterwards. After all, with the passing of Sir Galahad, Lancelot was again the best knight in the world.

As had been prophecied, Gawaine took a terrible wound from this weapon. When the Round Table had broken and friend fought, the two best knights of the world met in combat. In the battle Sir Gawaine carried Excalibur while Sir Lancelot bore Galahad's (or Balin's) Sword. Thus two of the noblest and most famous blades crossed in combat. Lancelot gave Gawaine a wound which eventually killed him.

When Lancelot retired to a monestary the fate of his sword is unspecified. I would guess that he gave it to his brother, or possibly to Sir Bors, the last of the Grail Questers, who both went to fight the Saracens in the Holy Country.

So came and went the magic swords of old. Excalibur was cast again into the magic lake. The Sword of Strange Girdles became the Grial Sword and passed into the mysteries. Balin's Sword was left behind in a closet someplace, or else moved into the realm of the world. Maybe it was the blade which King Richard the Lion-hearted gave to King Tancred of Sicily[6], claiming that it was Excalibur. They are all gone now, and can be reached only through your imagination.

FOOTNOTES

[1]*The Acts of King Arthur and His Noble Knights*, John Steinbeck, Ballantine Books, 1977. Page 17.

John Steinbeck is one of America's truly great authors. His love and care for this subject is eveident throughout the book. The volume ends with correspondance between Steinbeck and his agent which reveals a fascinating portrait of his creative process.

[2]*The Hollow Hills*, Mary Stewart, Fawcett Crest, 1970.

Mary Stewart handles the Merlin legend with insight and creativity unrivalled by any author. Her plot is drawn primarily from the book by Geoffrey of Monmouth.

[3]*Le Morte D'Arthur*, Sir Thomas Malory, first printed by Caxton c. 1470. Book I, Ch.25.

Sir Thomas Malory wrote the version of the King Arthur legend which is most popular in English today. He radically reduced many stories, and rearranged them into a form which is pleasing to the modern reader. Many modern translations are available.

[4]Ibid. Book I, chapter 25.

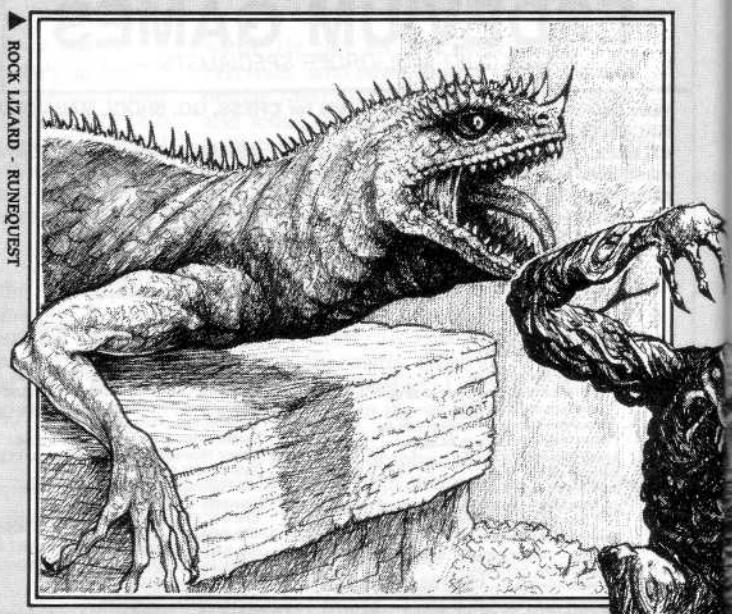
[5]*History of the Kings of Britain*, Geoffrey of Monmouth, first written 1170.

Geoffrey of Monmouth was the first person to popularise the King Arthur story outside of the British peoples. His Latin text was known and respected for centuries. Before he wrote no one had ever read about a great king — with a wicked witch for a sister — who conquered the world, but was betrayed by insidious rebellion.

[6]From *The Mabinogion*, Lady Charlotte Guest, first published 1877. Modern edition Academy Press Limited, 1983. Page 262.

The Mabinogion was a collection of Welsh stories written centuries before Lady Guest translated and published her version. It contains many old stories about Arthur, as well as other Welsh heroes. Just as interesting are her many facts and titbits, such as this one.

▲ ROBBER BIRD - WARHAMMER



▶ ROCK LIZARD - RUNEQUEST

DIMENSIONAL SHAMBLER - CALL OF CTHULHU ▶

Illum

A Foray
By

Tony Ackland's illustrations have appeared in virtually every Citadel Miniatures publication and a fair proportion of Games Workshop's products as well. Tony's association with GW and Citadel goes way back to the roots of the whole business.

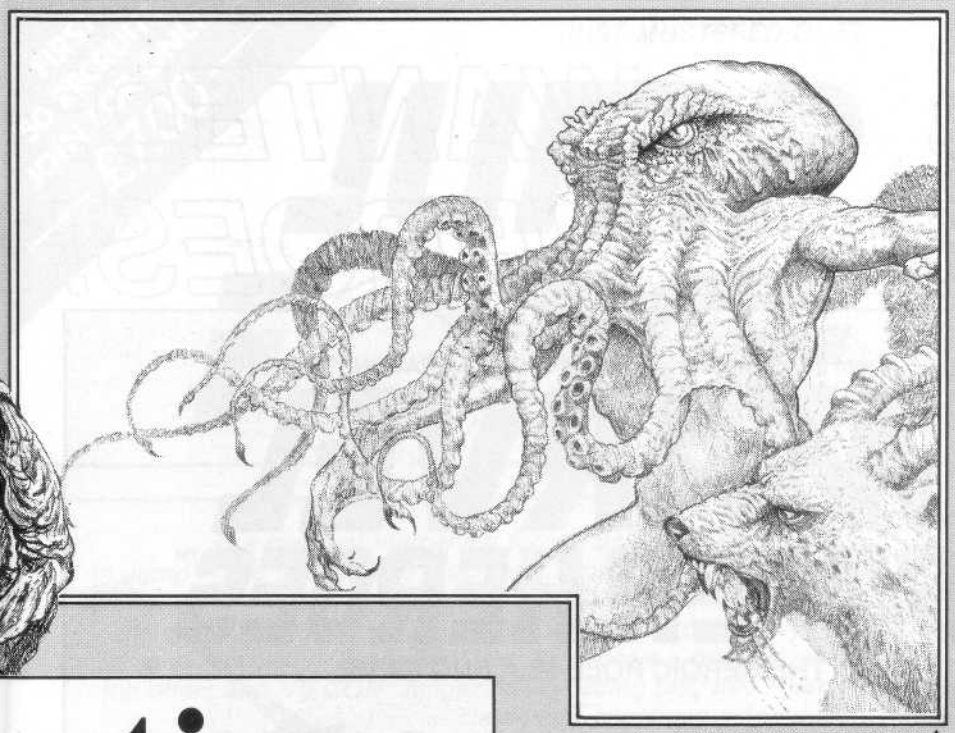
Tony loves to experiment with different materials, styles and art equipment. He never seems to be satisfied with one technique before he moves onto another. Inks, crayons, brushes, airbrushes, scraperboard and many more bits and pieces – along with cups of coffee and sarnies – proliferate on his desk. He works from dawn to dusk with the burning passion that only a true bohemian artist can master. His illustrations move with a sensous delight, from the throbbing inner core of an idea to the final finishing flurry of pen strokes. He at once comes to grips with the essence of the subject he is drawing, and renders it with a dynamic flow of sheer evocative character that few can match.

And he uses a 2B pencil.

▶ SORCERESS

▲ DAGON - CALL OF CTHULHU

FALCON - WARHAMMER ▶



WALKTAPUS - RUNEQUEST ▲

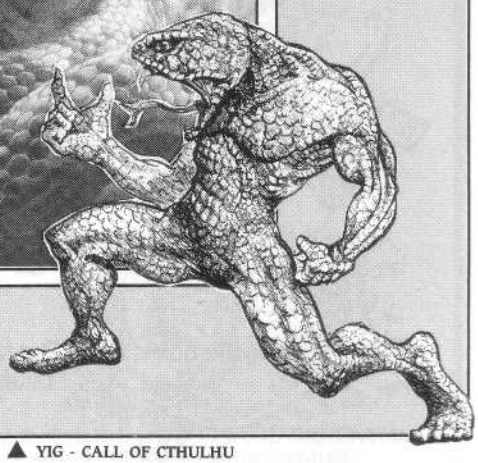
PENCIL SKETCH ▲

nations

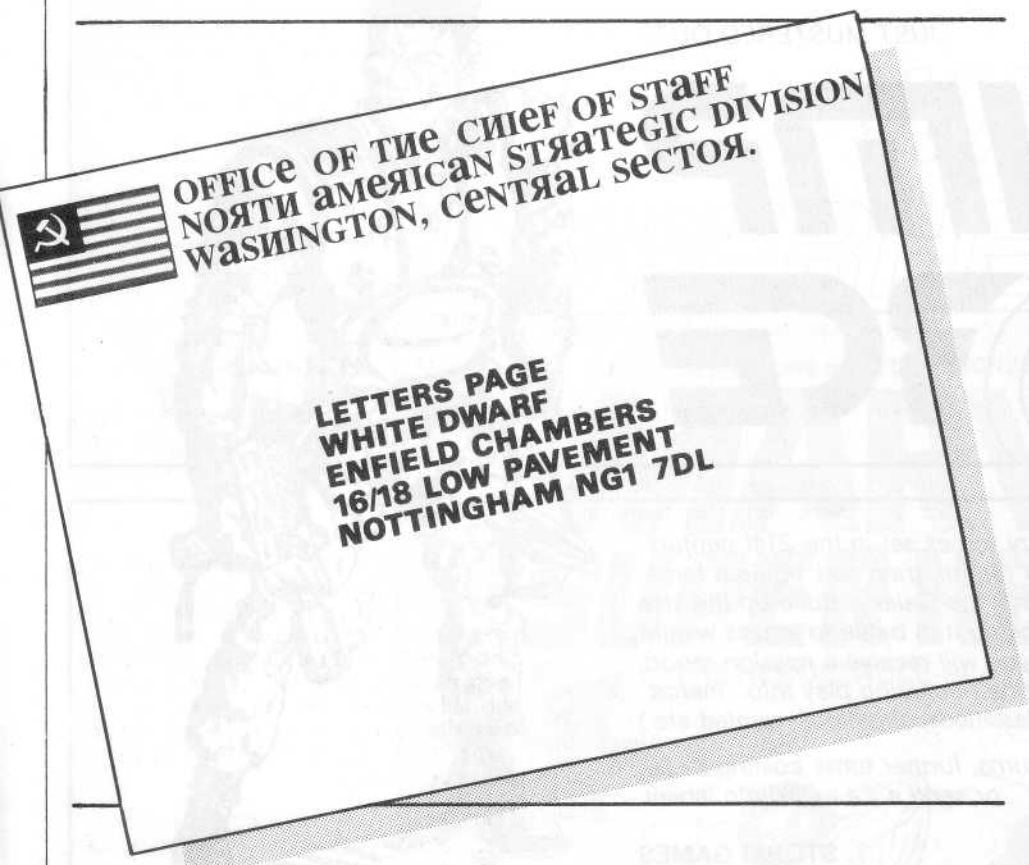
to the Art Crypts
ohn Blanche

The biggest collections (so far) of Tony's work can be found in the hardbound versions of *Call of Cthulhu* and *Warhammer Fantasy Roleplay*, where you can see hundreds of Tony's illustrations. Tony is now in the process of working on illustrations for more GW books, including the new version of *RuneQuest* and the WFRP supplement *Realm of Chaos*.

◀ SHE DEMON - REALM OF CHAOS



▲ YIG - CALL OF CTHULHU



Another hernia for the postman (and his black and white cat) this month. One way and another, Paul Cockburn's latest (last?) stab at editing the letters in WD83... erm... stimulated a few people. We start here, I think...

Davis Morris, Wandsworth: You can misinterpret my views if you want to. I am *not* advocating that roleplayers should selfishly exclude newcomers from the hobby. I personally set aside a full day each week for correspondence with people who write to me because of an interest in my books. Now it's my *opinion* - without sneering at anyone - that I'm doing more for newcomers in this way than you are by publishing all this fast-buck rubbish in *WD*.

My attitude to new blood in the hobby is that I'm more than happy to explain FRP to anyone who might find it interesting. I also like to think that I'm giving them a good idea of what FRP can be at its very best. What I am not prepared to do is change what my hobby is about in order to cash in on a craze. I won't put ninja into a medieval setting just because they're flavour of the month, nor write up Killer Chaos Dwraves called Bjorn Bogsquatter just to help a company sell plastic toys. It looks to me as if *White Dwarf* has gone sharply down in quality since it went out to attract a 'mass readership'. This isn't the fault of the 20,000 new readers, OK? Many of them are just as avid about FRP as the old timers.

No. It's *you* people at *WD* that I'm griping about. *You* are the cause of the rot. You shove in a whole mess of junk to help you sell more copies and more game, never mind if it's giving all those newcomers a useful start. What we're seeing in *WD* now is a sellout - like a photography mag shoving 'glamour' pics into its pages to boost circulation. Any blaming or sneering I have to do is directed at the commercialism that motivates this, not at the readers and gamers who are forced to suffer the consequences.

Of course, it could just be that the 'commercialism' of White Dwarf is what the 20,000 extra readers (and the rest) actually want; and that if it wasn't for outside contributors sending in such 'fast-buck rubbish', we wouldn't have (what we feel to be good quality) material to publish. And short of standing over people with a pickaxe handle as they go along the newsagent's shelves, I can't think of any way of actually forcing them to read **Dwarf**. *Pickaxe handles, hmmm... That'd teach them about consequences.*

But Dave must be right. I too shall retire to an ivory tower. But wait, there's more:

Harry Robertson, Wrexham: The point is not that these 20,000 people shouldn't be defiling our hobby, for heaven's sake, I've no objection to people having fun... The point *is* that there are also an awful lot of people who don't automatically think that all Games Workshop products are the greatest thing since the last one, and demand countless scenarios and rules simplifications for them. While I appreciate that you are a house organ and as such have to plug house product, it would be preferable if you were less overtly so, and occasionally admitted that there were other companies out there, not to mention improving your crumbling credibility.

The point is also that *WD* now contains only scenarios and rules mods, and a lot of people preferred it when there were occasional articles of more general interest, since I, for one, have been around for long enough to be able to think of my own scenarios and rules rewrites when necessary.

I'm not going to delve into the 'house organ' argument for the umpteenth time, except to say that those who buy GW products have a right to expect that GW's magazine will contain support material for the game they have bought. Not to have such is rather like selling somebody a hook, but refusing to tell them where they can find any fish.

Paul's comments about **Traveller** *also bestirred pens:*

Bob McWilliams, Dundee: I see that our esteemed Editor is of the opinion that 'SF gaming is in the doldrums these days'. SF gaming has had this sort of knee in the groin from the hobby trade off and on over the last five years, and maybe it has even been true at times - but surely not at the moment?

I am not certain, of course, but this sort of opinion seems to stem from the naturally cherished view of a manufacturer that gamers only play the stuff they have just bought. Thus if the sales of, say, *Traveller* drop, then it and other SF games are unpopular. I still use stuff I bought over five years ago, and expect others do too.

Additionally, 'proper' SF gaming is still seen by some (apparently including the WD editor) as consisting only of generic systems and space 'soaps' - if it ain't got spaceships and aliens, it ain't SF. Nonsense.

Nik Luker, Abingdon: I bought *Traveller* rather than *D&D* because I prefer SF over fantasy. The very sparsity and lack of detail in the rules actually appealed to me - it meant that I could never become rulebound. I have also never experienced that all too common D&D occurence of petty rule-bickering between players and the GM. The semi-freeform style of refereeing which patchy rules brought about did not detract from the game in any way - if anything, it made the whole thing a lot more personal, and therefore extremely satsifying, both from my point of view and that of my players (or so they assure me).

I also welcomed the incompleteness of GDW's modules, as it meant that I could tailor each one to suit my players. It did not matter if the players deviated significantly from the main plot - I could always introduce a sub-plot or twist to bring them back on line. I can't think of any other game that would allow me that kind of freedom.

***Traveller** is, in many ways, like **D&D**. It was the 'first' SF roleplaying game, and for a long time the 'only' one. (OK, so there were SF games before it, but they never really had any impact). Like D&D, it was a hit because it was first. It is still played, as the Readers' Poll (Fracas, p61) showed - and the occasional Traveller piece will appear in WD.*

SF gaming as a whole, though, has always been 'in the doldrums' and has never really been as popular as fantasy. Another look at the Readers' Poll will show that most SF systems are concentrated towards the bottom of the 'most played' and 'more/less' lists. Why that should be, I really don't know, although I suspect it's got something to do with the fantasy images that bombard everyone as children - fairytales, goblins, dragons, and the like - which still make up the bulk of children's fantasy/SF exposure. SF doesn't quite have the same depth for many.

However, I suspect that any argument about Traveller is likely to become largely academic in the near future. ***Traveller 2300*** *should be available either now or very soon, with a completely different game system (based on* ***Twilight 2000****) and a rewritten background, which abandons some of the earlier Traveller material.*

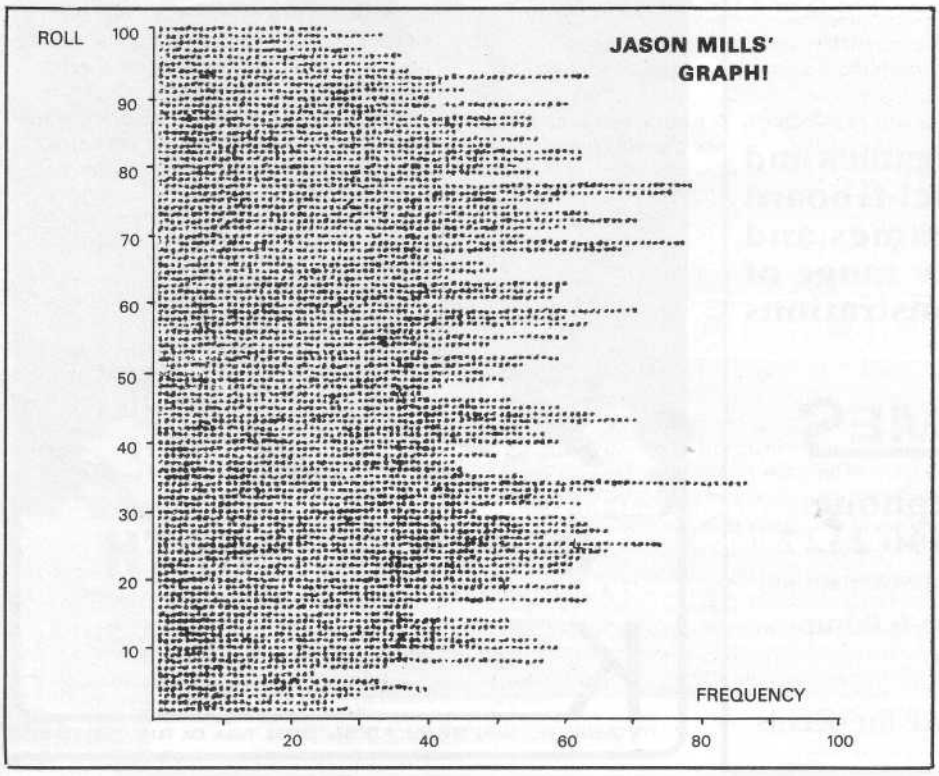
Now then, some people just have suspicious natures.

Jason Mills, Manchester: I recently purchased ye famous D100 and noticed at once (Spot Hidden 75%) that the faces were not equally spaced. To be specific, they are farther apart nearer the 'poles' of the die. This did not strike me as a good way to run a randomiser.

5164 rolls later, my suspicions were confirmed. I enclose a copy of the results: mean 51.64, standard deviation 13, and you can work out further statistics for yourself.

What is immediately obvious, however, is that numbers below 8 and above 93 occur with less frequency. In terms we will all understand, this means that using a D100 one is less likely to score crticial hits, fumble, etc than with a standard 2d10. The numbers below 8 and above 93 are, incidentally, the ones located on and around the 'poles' of the die...

Aaargh! After 5164 rolls, our suspicions are confirmed as well...



Tom Brewer, Felixstowe: I strongly disagree with Carl Sargent in *Counting the Cost (WD83)*. Why should characters need training at all? That's what xps are for, after all. They show how much use the character has made of his skills. The amount needed for the next higher level is the amount of pactice the character needs.

I can see spell casters need to be taught new spells and this will cost, but the required practice to gain extra attacks or improve in certain skills is done in the dungeon. Using Carl's method, what are xps and why do you need them?

Leigh Revers, Hampton-on-the-Hill: I think I must congratulate the Dwarf for the excellent past few issues. That said, mistakes do crop up occasionally, and one of the more horrendous ones is the stats table in *Counting the Cost*. As far as I can tell, it should read:

Current Level	*Ranger*		*Cavalier*		*Paladin*	
1	B	650	B	650	B	650
2	B MJ	1500	B MJ	1500	B MJ SA	2400
3	B WP	2850	B WP	2850	B WP	2850
4	B MJ	4500	B MJ	4500	B MJ	4500
5	B	4250	B SA	7250	B	4250
6	B MJ WP	10500	B MJ WP	10500	B MJ WP SA	14600
7	B SA SG	13400	B	7850	B	7850
8	B MJ SG	1680	B MJ	16500	B MJ SG	16650
9	B WP SA SG	22700	B WP	13650		

I'm sure the proof-reader responsible will be hanged, drawn and quartered.

No, not when there are even more heinous crimes to be paid for:

Nik Luker: For the past seven or eight months it has been impossible to pick up a copy of WD without fing some sort of article for the *Judge Dredd RPG*. We have had this game quite firmly rammed down our throats...

Graham Broadstreet, Wymondham: Ian Marsh said that articles on one game every month should be scrapped and they were but, if you look back on past issues, you will see that in:

WD78: *The Spunng Ones!* A JD adventure.

WD79: *Psi-Judges*. An article about, yes, Psi-Judges.

WD80: *Something Special*. Special powers in JD.

WD81: WOW! Nothing about JD. Phew.

WD82: Yes. It was too good to be true. An article about narks called *Narks*.

WD83: Maybe a JD article, something different?

So you better stop publishing this or I will bring my horde of orcs down to Nottingham and beat you all up.

Mr Marsh said a lot of things.

Neil Grant, Ynysbwl, Mid Glamorgan: *A Day in the the Life of Sector 255* (WD83) was one of the better JD adventures I've seen, but certainly the best printed in *Dwarf*. I particularly liked the PCs being pulled in by the SJS, but felt that there should have been some way to avoid damaging the camera - you can hardly blame players for doing something they have no means of avoiding.

Mark Nixon, Wishaw: Hugh Tynan is a genius. His scenario *A Day in the Life* was brilliant!

The encounter with the SJS was especially welcome, being able to give one of my players a grilling was great fun, HA HA HA (evil laugh). Will there be any more JD adventures in the near future?

Oh, alright then, just for you.

WD83 also attracted comment for a completely different reasons.

Niall Chatwood, Coventry: My long awaited copy of *White Dwarf 83* eventually reached me. I opened it with baited breath and... Gasp! Shock! Horror! There was a printing error on page 1. Pages 20, 21 *and* 22 were upside down. Gook was nowhere to be seen.

Come on you guys! Has the editor got terminal apathy? This isn't just any magazine. Does no-one care about what you're publishing?

M Pryer, Southampton: All right Dwarfy, bring back the Gook or me an' my mates will get mean. We know where ya live.

Paul Johnson, Maidenhead: Did you know that if you hold a goblin by the toes and shake him his eyeballs fall out?

Upside down pages and Gookless. That proofreader will definitely have to go. To finish, a letter from a true fan:

D Bartlett, Somewhere or Other: My friend has asked me to write to you and say:

I think WD is wet, immature, sex mad, perverted, violent, a lump of bull****, boring, a rip-off and the worst thing he has read in his life.

Personally, I think it is the best RPG magazine I have ever read.

Crawler.

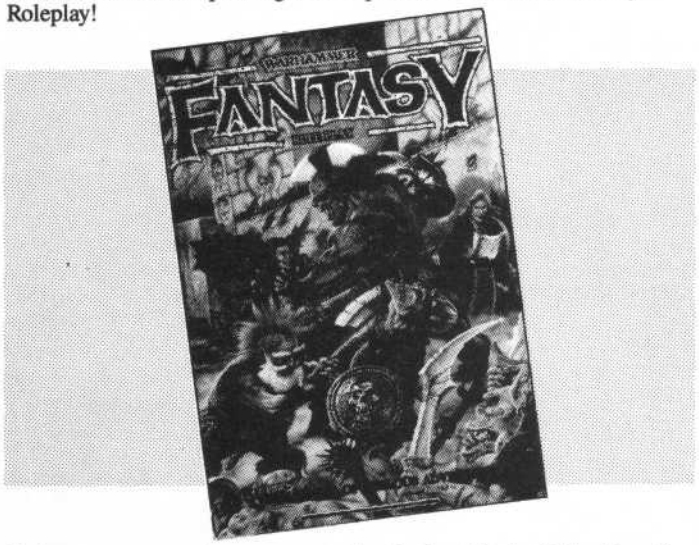
Letters mauled by Mike Brunton

COMPETITION RESULTS

Warhammer, Discworld and a couple of Prizes...

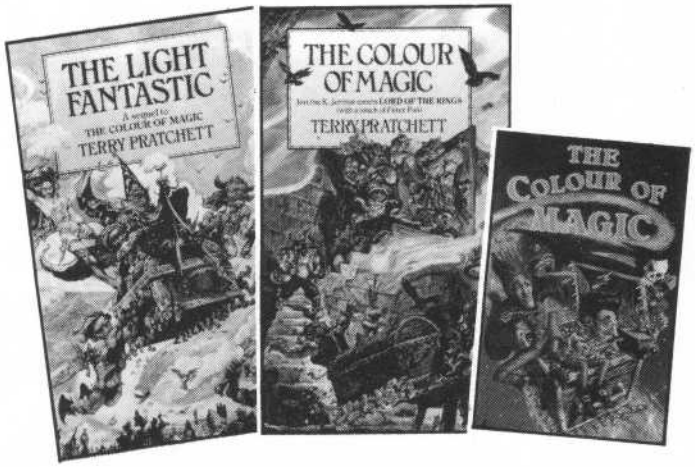
Now that all the excitement of Christmas has been and gone (Bah! Humbug!), it seems as good a time as any to announce the winners of the* White Dwarf *Warhammer Fantasy Roleplay* and *Colour of Magic Competitions.

Warhammer Fantasy Roleplay first. Out of a truly massive entry of 'lots of many lots', 50 winners selected by the Mail Order Trolls. As they count in terms of 'one, some, lots, more, many, ooo-er...', this took a lot longer than it should have done. However, generous little souls that they are, they sent out 500 WFRP vouchers worth £3 each and 50 brand spanking new copies of Warhammer Fantasy Roleplay!



Seeing as we wanted to put a couple of other bits in *White Dwarf*, we aren't going to list the 500 voucher recipients, but the fifty lucky first prize winners were:

Stuart Aggett, Milton Keynes; J Allam, Hitchin; Paul Allcock, Hull; Ben Appleton, Southport; Kevin Atherton, Worksop; Paul Bevan, Hull; Christopher Bruce, Eltham; Neil Bundy, Ventnor, IOW; Joseph Clayton, Rochdale; Stephen Cockett, Camberley; Nicholas Cotter, Plymouth; Chris Dalgety, Yeovil; Gavin Dean, Onchan, IOM; D R Emerson, Milton Keynes; Michael England, Padstow; S Ferguson, Bradford; Krystyn J Finn, Lichfield; David Fisher, Houghton-le-Spring; M D Forshaw, Holmes Chapel; Simon Fox, Leamington Spa; Mel Gilbert, Peterborough; Bobby Gill, Lancaster; Owen Griffiths, Port Talbot; David Hall, Reading; Gavin Heyes, Stockport; R W Irwin, Coleraine; Richard Jay, Wickford; D R Jose, Blaydon; Jason Key, Birmingham; Rick Lawrence, Exmouth; Neil Lewis, Bridgend; Ivan McCann, Wickhamford; P O'Loughlin, Basingstoke; Matthew Pattison, Southport; Gary Quelcutt, Leeds; Ian Reeve, Prescot; K C Sawyers, New Romney; Stuart Scott, Cheltenham; Daniel Shipsides, Preston; William Solomon, Putney; Andrew Stewart, Blackwell Heath; M F Tang, Sandwich; Mark Thomas, Manchester; J Thorp, Fleetwood; James Tomlinson Talbut, Leicester; S Towrie, Kirknal, Orkney; David Underwood, Corby; Lewis Utley, Crowthorne; Mark Vizard, Snodland; and Craig Wilding, Keighley... phew!



Terry Pratchett's *Colour of Magic* and *The Light Fantastic* obviously touched a deeply buried lunatic thread in many *White Dwarf* readers. It's just as well we only asked for the spell names and not what they did - some of the names were so improbably biological that they beggar the imagination. Those aside, what exactly would a *Borombo the Zany's Spellcasting Dolphins* do to you? Against what (or whom) would you use *Animate Custard?* How about *Wilma's Muesli Surprise, His Most Arty of Thring's Naked Wardrobe Incantation, Jock's Big Bang Whoopie Shaker, Tandoori Hurricane* or *Noo's Wandering Teacake*? Those were just some of the more printable ones.

At the end of the day, first prizes winged their merry way out to various strange individuals. They (lucky little chaps) received autographed copies of Terry Pratchett's books and a copy of *The Colour of Magic* from Piranha Software. Those to be deeply envious of were:

Richard Aitken, Cruden Bay, Grampian; Nicholas Cotter, Plymouth; Peter Davey, Great Bromley, Colchester; Miles Fender, Lingfield; David Jubb, Bolton; Klaus Morgensen, Copenhagen, Denmark; Aillil O'Reilly, Dublin; Andrew Palmer, Llanfairfechan; James Rodgers, Ballymena; and Matthew Warden, Wellington.

Second prizes of copies of *The Colour of Magic* and *The Light Fantastic* were won by the nearly as strange:

D Alexander, London; Michael Andrews, Swansea; Daniel Austin, Newton Abbot; Dave Basford, Edinburgh; David Bolt, Newport; Paul Clarke, Plymouth; Ian Crocombe, Camberley; Paul Currion, Sanderstead; Tim Edmunds, Thorverton; N P Espley, Kingswinsford; David Farland, Dereham; Stuart Farquhar, Lossiemouth; Alistair Gentry, Felixstowe; Tobias F Hill, London; Simon Jones, Cardiff; Klaus Kristiansen, Denmark; Peter McCosh, Torphichen; Alasdair (Tim) MacDonald, Marlborough; Jesper Niedermann, Denmark; Jeremy Privett, Southsea; C L Sargent, Willingham; Paul Seager, Southminster; Guy Thomson, Oxford; A Ullah, Stornoway, Isle of Lewis; and Arthur Woodworth, Stockport...

FRACAS!

The Return of the Readers' Poll

Statistics can mean anything you know. Well, nearly anything - it depends on how you analyse the numbers. And, another month on, the results of the Readers' Poll are still being worked on...

Questions 16 & 17 - Do You Use A Home Computer for Gaming?
Nearly 65% of you have computers and use them for gaming - a slightly smaller percentage than in previous polls, so I'm told. 536 have Commodores, 1,532 have Spectrums, 168 have Amstrads and the other 1,174 postive answers are scattered over various machines. 1,874 don't bother with any of this technological nonsense. Last time, 64% used a computer - and the Spectrum was clear leader then as well.

Question 18 - Do You Use Miniatures?
4,121 do, 1,177 don't. S'pose this is why *'Eavy Metal* is so popular. Last time round 81% of the respondents used miniatures, as against 70% this time. A change in emphasis, or just the result of a wider poll?

Questions 19 & 20 - Do You Find The Advertisements Useful, and Have You Ever Purchased Something as a Result of WD Advertising?
Only 416 people were actually put off by the advertising in WD, while 4,882 find it useful, and 4,379 (82.65%) have actually bought a product because of an advert they have seen. This hasn't changed much in the last two years - 93% thought the ads were useful and 82% had bought products last time round.

Question 21 - Do You Play Any Games Postally?
552 do, 4,746 don't.

Question 22 - Have You Ever Taken Part In Live Action Roleplaying?
903 have, 4,395 haven't.

Question 23 - Do You Read Solo Gamebooks?
4,008 do, 1,290 don't. I wish we'd asked about solo adventures in Dwarf, now.

Questions 24 & 25 - Best/Worst Things in WD?
We're still struggling with these.

Question 26 - Which Four Roleplaying Games have You Played Most In The Last Year?
Aha, this is where the action starts. This is the biggest poll on game playing there has ever been in the UK, and the results are fascinating:

Question 27 - Which Games Do You Want To See More/Less Of?

	More	*Less*	*=/no vote*
MERP	2,506	765	2,107
AD&D	2,307	1,854	1,217
CoC	2,220	1,443	1,715
Warhammer	2,219	807	2,352
Traveller	1,967	1,202	2,209
Judge Dredd	1,913	1,862	1,603
D&D	1,869	1,476	2,033
Runequest	1,698	1,236	2,444
Paranoia	1,366	752	3,260
Bushido	1,283	756	3,339
Star Trek	1,133	1,349	2,896
Stormbringer	950	818	3,610
T&T	896	1,212	3,270
Ghostbusters	893	1,013	3,472
Toon	849	1,086	3,443
Pendragon	844	789	3,745
Golden Heroes	759	2,940	1,679
Dr Who	783	1,348	3,247
Battletech	710	882	3,786
Star Frontiers	610	1,117	3,651
Ringworld	600	909	3,869
Twilight 2000	552	1,168	3,658
Marvel SH	468	2,315	2,595
Indiana Jones	457	1,369	3,552
DC Heroes	340	1,861	3,177

The only significant results from that lot - when you take into account the size of the 'no vote' in most cases - is that we are clearly short on *MERP* and *Warhammer*, and that the prior to issue 78 coverage of superhero games has been enough to put most people off wearing their jockey shorts over their leotards for a long time. Last time we did this, people were pushing for less D&D, T&T, super-hero and spy games, and only *Call of Cthulhu* was on the up.

Question 29 - How Long Have You Been Gaming?
The average is about 3.83 years, with over 60% of the readership being gamers of 2-4 years vintage (two years ago it was just 46%. There were just over 50 responses from people who have been playing longer than there has been a *White Dwarf*. I wonder what they feel about what they've seen.

Question 30 - How Many People Normally Play Together In Your Group?
The average here is 4.94, with four or five people accounting for 48% of most gaming groups.

Question 31 - How Old Are You?
The average here is 16.08, with almost half of our readership being between 14 and 16. A few of us old crocks probably pushed the average up... This figure is down from the 17.7 average of the last Poll.

Question 32 - Male/Female?
Ready to be ashamed, boys? 5,259 respondents were male, 61 were female. 61. Blimey, I know a dozen of them personally. Small wonder Ms Miller has been causing us all these problems; on a ratio of 86-1, most of you can't have ever seen a woman with a dice in her hands.

And with that, back to normal next month...

Paul Cockburn

Question 26 - Which Four Roleplaying Games have You Played Most In The Last Year?
Aha, this is where the action starts. This is the biggest poll on game playing there has ever been in the UK, and the results are fascinating:

	Most often	*2nd Most often*	*3rd Most often*	*4th Most often*	*Total*
AD&D	2,012	642	419	270	3,343
D&D	714	617	380	262	1,973
MERP	484	532	493	399	1,908
CoC	367	590	543	375	1,875
Judge Dredd	259	511	463	359	1,592
Warhammer	364	451	414	344	1,573
Traveller	201	433	401	328	1,363
Runequest	255	230	241	225	951
GH	83	158	195	187	623
T&T	63	108	131	151	453
Star Trek	45	77	112	126	360
Bushido	28	66	93	104	291
Paranoia	22	66	68	99	255
Star Front	16	47	65	76	204
Marvel SH	24	55	56	55	190
Stormbringer	19	41	51	67	178
Toon	10	31	54	72	167
Dr Who	9	23	41	41	114
Twilight 2000	7	19	35	42	103
Pendragon	12	21	31	35	99
Ghostbusters	9	15	25	42	91
Battletech	2	13	22	29	66
Ringworld	7	10	23	23	63
Indiana Jones	3	8	19	19	49
DC Heroes	3	10	7	22	42
(others)	294	390	384	375	

Pretty interesting split. *MERP, JD* and *Warhammer* seem to be the systems on the up.